

World War II Wargames Rules

BOLT ACTION

SECOND EDITION



KOREA





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THIS IS KOREA



This book is designed to be used as a game supplement in combination with the World War II *Bolt Action* rules to create tabletop wargame scenarios of the Korean War. This supplement is not compatible with *Bolt Action* World War II army lists – the army lists contained in this tome have moved on five years, modified and updated to fit the Korean War just as the situation dictated with military forces in 1950. This supplement is a single comprehensive attempt to present gamers the opportunity to recreate the dramatic engagements from the only time when the Cold War became hot and all the great powers on Earth collided in one small corner of the world. We have attempted to provide you with army lists and scenarios covering three years of intense conflict involving major land battles in varied terrain and weather, the first use of jet formations and dog fights, and the first involvement of the recently chartered United Nations providing authorisation for military force to eject the North Koreans from South Korea following the June 1950 invasion.

The authors have researched and presented this supplement as evenly as possible from the perspectives of all the major combatants. We have tried to present the national combatants from both sides at the level of the warfighter, the one who had to carry the burden of the decisions made at much higher levels. Combat is a grim business and the typical service member is just trying to do their duty and defend their fellow service member, no different than a Roman legionary of old or any soldier of a King or Queen's Guard. The Korean War is unique and interesting in the annals of world and military history in its own right. An aspect rarely discussed is the cultural implications of so many Western, non-Western and European nations fighting against combatants from the Orient. Due to the vast cultural diversity of so many nations fighting in such a geographically small area, cultural differences would have a significant impact on how the combatants treated each other on the field of battle. The cultural differences went beyond simple language barriers, they included problems in logistics, religion, personnel replacements and the method in which war was conducted.

We have included some of the special aspects of a particular fighting force potentially different than a *Bolt Action* World War II army list. Players should take note we have included three years' worth of evolving army lists because the

military situation in Korea changed quickly as the war intensified. You will notice you can have allied contingents in your army list. We have also included a Veteran Sergeant as a 'Special Character' because so many platoons were short of officers that the platoon sergeant took command of the platoon. This development is most common in a US, UK, and Commonwealth force. You will also find a long list of special rules at the back of the supplement. Some of these special rules have been slightly modified for this particular supplement, so please review them. We felt the need to include this long list of special rules collected from many of the *Bolt Action* World War II supplements because players will make new uses of many of them. Our players will learn how the impact of the terrain and the weather, the topography, the various techniques of fighting this war, and in certain cases new technology, over a three-year period truly ushered in the modern era of combined arms warfare. Our intent is to provide *Bolt Action* players something new, different, and exciting. We know we may have missed a few items or perhaps something was left out of the supplement, but we only have this one book and so many pages. All of this we have worked to bring you in a single volume spanning the three very turbulent years of 1950–1953.



Ambush on Route 11, 25 April 1951 by Steve Noon © Osprey Publishing. Taken from Campaign 328:

Imjin River 1951

PRELUDE TO WAR

The ember that became a spark nearly igniting the Third World War had its beginnings long before the summer of 1950. Commonly referred to as the Hermit Kingdom, Korea was known as “Chosen” or “Joseon”, and to the West “Land of the Morning Calm”. To grasp the origins of this tragic war a brief understanding of the history of Korea and Korean politics is required. Unlike the events of the Second World War, which may be traced from one generation to the next, the Korean War took centuries to germinate. This conflict is the result of a series of political missteps taken toward the end of the Second World War and without considering the full implications of the Japanese occupation since 1905. Korea has a long and interesting history of quiet independence and interaction with both China and Japan. Due to its geographical location, Korea has long been a bridge, on many levels, between China and Japan.

Korean mythology says that the people of Korea came into the land from China settling from north of the Yalu river down the end of the peninsula. During the medieval period, the north of Korea was held as a kingdom known as *Goguryeo* with the capital in Pyongyang. The South was compressed into typically three kingdoms located on the end of the peninsula. For many centuries the northern kingdom’s border extended into Manchuria and Inner Mongolia. The North exchanged a great amount of learning, cultural identity and trade with China during this period. The southern three kingdoms eventually developed a similar relationship with Japan. During the mid-7th century the great Tang Dynasty of China decided to assist the Silla kingdom of southern Korea to defeat the northern Goguryeon kingdom. The result was the Silla kingdom united the entire peninsula for the first time under a single dynasty. The unified Silla kingdom ruled for several centuries until strife set in due to palace intrigue and difficulties developed from the extremely rigid social caste system.

Korea had always been an isolated rural society which helped to develop advances in the arts and sciences but at the steep cost of the struggle of the social caste system and the extreme isolation of the country. In the early 10th century

another series of power struggles for leadership of the kingdom resulted in the death of the last Silla king and the rise of a new king, Wang Kon, with his capital located in Songdo (modern Kaesong). This new dynasty would come to be known as the Goryeo Dynasty and from this dynasty the peninsula would take the name Korea. In this new era, Korea prospered as stability took hold for a period of nearly 200 years. A unique and highly valued type of paper was created in Korea called Hanji, crafted from mulberry trees. This paper was an excellent trade commodity and still is so. Koreans also invented metal moveable print made of bronze to replace the wood blocks they had been using. In the 12th century the Koreans faced Ogedei Khan, son of the great Ghengis Khan, who led six Mongol invasions of Korea over three decades. Eventually the Koreans would make peace with the Mongols and a new dynasty would replace the Goryeo Dynasty. The new dynasty was established in 1392 CE and was known as the Joseon Dynasty. Joseon is the name of the territory most typically associated with the North of Korea, both land and the people. Once again, a ripple from a stone tossed into the pond of history would come full circle 700 years later. Korea and Japan fought the 'Pottery Wars' in the late 16th century, but typically maintained mostly peaceful trade relations. One specific invention to mention is the Korean 'Turtle Ship', the *Geobukseon*. This invention is commonly recognized as the first armored ship in the world. A small fleet of these ships defeated a Japanese fleet in 1592. The Pottery Wars are also the first appearance of a semi-legendary group of Korean patriots, the Righteous Army. From the time of the departure of the invading Japanese forces the Koreans maintained an isolated fierce independence and a close familial relationship with China.

Coming full circle, the ember leading to the war in Korea was the rise of the Empire of Japan in 1868. Japan practically demanded open ports and trade with Korea, which the Koreans rejected. The Chinese suggested the Korean government seek an arrangement to check the growing power of the Japanese and in the end recommended the Americans, as they had shown no interest in establishing territorial gains in Asia. The United States led an expedition for trade and opened ports to Korea in 1871. This unfortunate event actually involved a small battle, known as *Shinmiyangyo* in Korea. The US naval and marine forces fought an engagement near the island of Ganghwa on the Han

River. The first raising of the American Flag and the first recipients of the Congressional Medal of Honor on Asian soil, 15 in total, were the result of this engagement.



Going South quickly – the North Korean People's Army swarms into South Korea

The Japanese Empire would soon force the Koreans to sign a trade treaty opening ports in 1876. The Japanese Empire would create an elite military force in Korea, the *Byeolglgun*, with Japanese Army trainers in 1881. In May 1882 the Koreans signed a treaty with the United States causing the Japanese to become even more involved in the internal politics of Korea. The British became interested in order to prop up China's position as Korea's 'elder brother' and to offset Russia's influence in the Far East, which was steadily growing. The British occupied Port Hamilton in the Jeju Straits of Southern Korea in an attempt to block Russia from Afghanistan. In a few short years the small isolated peninsula had become an object to be interfered with and possessed by one of the great powers. This is because of Korea's geographical location and availability of warm water ports.

Korea's independence would truly begin to end with the Donghak Peasant Revolt of 1894, led by Jeon Bongjun. The peasants fought and were again assisted by the Righteous Army. They fled into northern Korea and then counter-attacked capturing a large amount of territory in the southwest of Korea. The Korean government asked for, and received, military assistance from

the Qing Dynasty in China. The Qing sent 2,500 soldiers. Japan considered this a direct threat and retaliated by sending 8,000 soldiers to Korea. Thus begins the First Sino-Japanese War, and the First War for Korea. The result of the war was the occupation by the Japanese of the Korean Royal Palace, the occupation of Seoul, and a shift of power in Asia from China to Japan. For the Chinese, the loss during the war would eventually lead to the Xinhai Revolution and the fall of the Qing Dynasty. In 1895, the Korean empress Myeongseong was brutally assassinated by Japanese agents in the royal palace because of her anti-Japanese efforts.

The Korean Empire was created in 1897 as a way to ensure regional hegemony and Korean independence from both China and Japan. Allies were sought to fend off Japan, specifically Russia. Russia was in need of a warm water port and wanted a location known as Port Arthur. Eventually Russia and Japan became embroiled in the second War for Korea in 1904–05. Japan offered the territory of Manchuria in exchange for Korea, but Russia refused. Russia lost this short war and signed the Treaty of Portsmouth making Korea a Protectorate of Japan. Prince Ito Hirobumi of Japan was the First Resident General of Korea. An Jung-geun, a Korean nationalist, assassinated Prince Ito in 1909 at the Harbin train station in Manchuria. Japan would fully annex Korea in 1910 with the acquiescence of Britain and the United States. A serious side effect of the Annexation was the end of the Korean system of caste nobility and the start of Japanese colonial rule.

During the decades following, some Koreans grudgingly accepted this colonial government, but many did not. Two in particular who did not were Lee Sung-man and Syngman Rhee. Both men opposed Japanese colonial rule, they took steps to resist and in the years that followed, their paths would collide in diametrically opposite means to unite Korea into a single nation. Sung-man fought against the Japanese as a guerrilla, assisted and trained by the Chinese. Sung-man would change his name to Kim-Il-Sung and continue his fight with the Japanese until the late 1930s when he reportedly left for the Soviet Union. Rhee on the other hand went into exile and spent time in the United States and became the voice and face of Korea to the Government.

At the Cairo Conference in 1943 one of the subjects discussed was the future of Korea. The US and the UK along with Chiang Kai-shek of Nationalist China

all agreed for an independent Korea. During the 1945 Potsdam Conference all three super powers: the UK, the US and the USSR, agreed that Korea was to be an independent nation, although no one specified what form the government was to take. The United States favoured a period of 'Trusteeship' for the Koreans to protect them from exploitation by external influences. This concept did not find acceptance from the British or the French who were still concerned with their own empires. As WWII progressed, the growing concern within the US State Department and the Pentagon was the possibility of the Soviets entering the war in the Far East and occupying Korea. A Soviet occupation of Korea would provide them with a warm water port and a potentially dominating position between China and Japan. While the leaders at the Potsdam Conference were debating Korea's future, the US Military was preoccupied with planning the invasion of Japan. Korea held no strategic interest.

Korea's strategic interest would dramatically shift later on August 10th, 1945. The use of atomic weapons on Japan brought a rapid end to the war in the Pacific. The Soviet Army was sweeping across Manchuria meeting little resistance on the way to various coastlines of the Far East. Invading Japan was now an unnecessary military operation. A combined committee of the US State Department, the Navy, and the Army agreed an occupation of Korea was necessary to prevent the possible Soviet occupation of the Korean peninsula. One member of the committee was Dean Rusk, a future Secretary of State. He looked at a map on a wall, and noticed the 38th Parallel ran across the Country. South of this line lay the Capital, Seoul, most of the population and most of the agriculture and light industry. The United States proposed the 38th Parallel to the Soviets and they surprisingly agreed. If the Soviets had not agreed there was most likely little the United States could have done to prevent a full occupation of Korea. For the moment, Korea served as a location to test the post-war intentions of the United States and the Soviets.

Following the collapse of the Japanese military and the end of the Second World War, the US Army and the USSR moved to disarm the Japanese army in Korea. The US Army XXIV Corps moved in with a small force and began disarming the Japanese forces. Concurrent with this was the need for the establishment of a national government. Right away a pro-Western, pro-American Democratic Government was initialized with Rhee as the leading

candidate for what was expected to be a united Korea. North of the 38th Parallel, the army of the USSR moved in to disarm the Japanese, however they lingered in North Korea much longer than the US Army did in South Korea. One of the officers with the Soviet Forces was a Major named Kim-Il-sung. Their intent was to assist Kim in establishing a communist form of government for a United Korea. Thus, one of the final seeds for discord on the Korean peninsula was established before the first shot was ever fired.

By 1946 the Soviets had established North Korea as a communist-style state to be administered by the local Soviet forces. The Soviets then assisted with consolidating all political parties into a single communist-controlled party, the Korean National Democratic Front. Also, in 1946 the USSR helped establish the provisional People's Republic of Korea to administer the region.

In the South, Syngman Rhee and others were busily campaigning to force the resolution of independence as was promised at Potsdam in 1945. The UN offered a period of trusteeship, which was rejected out of hand. The Korean people had struggled for independence since the beginning of the Japanese occupation. The US proposal for free nationwide elections was simply rebuffed by the Soviets. The Soviet counteroffer demonstrated the strategic groundwork for a Communist takeover. The US government finally took the matter to the United Nations. The UN recommended offering nationwide elections under the supervision of a UN Commission. The Soviets refused to allow voting to take place in North Korea and the end result was an election that was held in 1947 with Syngman Rhee's party winning a majority. A constitution was written and adopted, Seoul was nominated as a capital and the Republic of Korea came into existence on 15th August 1948.

The Soviets retaliated by setting up the Democratic People's Republic of Korea on 8th September 1948 with Pyongyang as the capital and Kim Il-sung as the leader. These two governments claimed jurisdiction and sovereignty of the entire peninsula, again setting the force in motion for conflict of some nature. Sadly, an entire generation of the Korean people had waited for this opportunity to self-govern, instead they found themselves at the mercy of opposing political powers and leaders in their very own nation.

The larger contingent of Soviet forces, minus a few advisors, left North Korea on 25th December 1948. The last elements of the US Army left the following

June, in 1949. The two, now separate, Koreas were left to begin governing themselves. Almost immediately subversion, economic pressures, and border skirmishes began to occur.



Map of the Korean Peninsula, June 1950 © Osprey Publishing. Taken from Campaign 328: *Imjin River* 1951

THE LAND OF KOREA

Korea is a peninsula located on the northeast coastline of China separating the Sea of Japan from the Yellow Sea, roughly the same size as the mainland United Kingdom. The Korean Peninsula is dominated by a long, rugged coastline and the continuous spine of the Taebek Mountains running north and south primarily along the East side of the country. The vast majority of the entire country is covered by mountainous terrain with the highest areas located to the far north and east of Korea along the border with China. The eastern slopes of the Taebaek Mountains drop so drastically toward the Sea of Japan that the plains of the coastal area are barely wide enough for a single road and are often not wider than 30 kilometres in most locations. The western slope is broader, but has many major spurs to the southwest, the Sobaek Mountains being the most dominant. Korea is also characterised by lowlands in the south and more sparsely vegetated land in the north.

Spared the destruction of WWII, the forests of Korea differed as widely as climate. Varied eco-regions had forests of broad leaf conifers, oaks, and nutmeg. The deciduous forest of central Korea and cold temperature type vegetation in far northern Korea. Rough and rumpled terrain is another way to think of Korea, a land of many hills and steep ridgelines that will dominate the battles to come. Korea is known for harsh weather, hot in the summer, bitter cold in the winter, and the region endures monsoon rains from June to September. Winter in southern Korea is typical of central Europe or middle America. Winter in northern Korea above the 40th Parallel is a different matter. There the weather coming out of Manchuria can be deadly and makes travel nearly impossible. The climate in Korea compounds the effect of the local terrain. Weather and terrain will often be critical factors during the war.

The region south from the Han and Imjin Rivers to the port of Pusan is where the greatest amount of agricultural activity takes place and is also the largest concentration of the population. Korea is forested but not heavily, few roads covered the land during the war, many so called roads were really just trails for ox carts. One main railroad is located in the peninsula running south to

north and on into China. Rivers tend to run west to east down from the heights of the Taebek Mountains. These rivers impede north-south travel throughout the year depending on the weather. The three main rivers, the Imjin and the Han, located in central Korea between the two capitals, and the Yalu, forming the northern border with China, will all play pivotal roles in future battles. The Yalu River combines with the Tumen River to create the border with China. This entire river valley system is sparsely populated, remote, and rugged. To the far northeast a very narrow river plain forms a small land link along a 17-kilometre border with Russia. Korea had few quality ports during the time of the War. Pusan was the largest, located in the far south of the country. Inchon is located on the West coast near Seoul. Hungnam is located on the far northeast coast of Korea.

TOP SECRET

KOREAN PARTISANS

Beginning in May 1951 approximately 6,000 South Koreans joined the UN Forces as partisans operating mostly from off shore islands in the western and southern Hwanghae area. This number swelled to around 22,000 by the spring of 1953. This fighting force reported committing 4,445 individual events. They conducted these actions in unit sizes of usually 50 personnel, but on occasion this number could add up to around 100. These units had their own leaders and were accompanied by UN advisors and supplied with weapons from their advisors. Because of these operations the enemy was forced to commit 20,000 to 50,000 troops they could have otherwise committed to actions elsewhere on the peninsula.

The people of Korea at the time of the war were culturally identical. However, they quickly identified with the local region of the nation where they, or their families, originally lived. The lack of transportation and isolation of villages due to the terrain helped to develop several noticeable dialects of the Korean language. The central rivers of Korea provided a natural line of demarcation of the people. Northern Koreans had a stronger affinity to Manchuria and China, both historically and culturally. Southern Koreans had had stronger historical and cultural links to Japan. The area of Seoul and the middle of Korea blended North and South. This division of the people, real or perceived, played a pivotal role in the social and political division of the nation. The recent end of Imperial Japanese annexation and occupation intensified the

divisions of the Korean people socially and politically.



A North Korean tank crew bail out of their stricken T-34/85

THE WORLD BEYOND THE TWO KOREAS

The year was 1950 and the world was still recovering in many ways from the aftershock of the Second World War. The world was tired of war. Two great World Wars in the space of three decades exhausted governments and treasuries. The geo-political upheaval around the world was a challenge to keep up with on a daily basis. Former territories became independent nations and non-territories became nations overnight. The United States and many Western allies had been pushed into a defensive alliance against their former wartime ally, the Soviet Union. The Berlin Blockade of 1948–49 signalled the end of the wartime alliance of East and West. The Western allies would create a new defensive partnership named the North Atlantic Treaty Organisation (NATO) in response to the Berlin Blockade by the Russians. The rising communist threat of Russia caused grave concern in Western Europe and quickly brought five more nations into NATO. Fear of the growth, and possible infestation, of communism in America brought about the “red scare” and the persecutions by Congressman Joseph McCarthy in his effort to rid the American government of communist taint.

The USSR had become occupiers of the Eastern European nations they previously liberated from the Germans during the closing months of the WWII. The USSR kept large military formations in all of these countries and eventually Berlin would become the key symbol of a divided Europe and a divided world of East versus West, Communism versus Democracy. The five years following WWII were not necessarily years of joy and prosperity for most Nations. The newly separated nations of India and Pakistan entered into a United Nations sanctioned cease-fire over the Jammu and Kashmir Regions. The East Pakistan riots would witness almost 500,000 killed and nearly 3,500,000 refugees fleeing into India. China was concluding the end of a civil war which had raged since 1927 but still found the opportunity to invade Tibet. The Balkan nations of Greece, Albania, and the new Yugoslavia held questionable elections heavily

favouring communist or socialist forms of government. Tensions were still very high in the Middle East and along the borders of the new Nation of Israel. Most nations had to deal with the crippling cost of the debt resulting from years of war. The United Kingdom was particularly staggered by six years of war. Tremendous assistance was received from many former colonial forces. Still, the British were caught up in the Malayan Emergency in a far-off land. The British suffered greatly as had all the people of Europe. Rebuilding was slow, finding raw materials to build with, getting manufacturing started, getting a qualified workforce back in place, and stabilizing currency was all a part of the great healing of Europe. Disarming and demilitarising soldiers and nations takes a great deal of time and effort. This issue was also occurring in the United States. Drawing down a massive wartime military force, mothballing great ships, storing large fleets of war planes, changing production plants back into civilian facilities took effort, but the US did this quickly. The US reduced the military rolls from just over 12 million troops in July 1945 to approximately three million a year later. In June of 1950 the US Army was at only 600,000, 7% of the peak of its strength in WWII. The Soviets on the other hand had kept nearly six million in uniform following WWII. Three further events would help ignite the spark of the Korean War. The USSR detonated an atomic bomb on 23rd September 1949 permanently altering the balance of nuclear power in the World. Additionally, in late 1949, the Chinese Civil war between the Nationalist Forces of Chiang Kai-shek and the Communist forces of Mao Tse-tung ended with Mao and the Communists in control of China. The Nationalists and Chiang Kai-shek left for Taiwan, blaming the US for allowing China to become a Communist nation. The loss of China to the Communists was seen as a tremendous loss to the United States and to Democracy. Lastly, in April 1950 a classified document was drafted, titled NSC-68, and presented to President Truman. This document presented a clearly defined US Policy for the Cold War and for strategic goals against Russia and communism. One of the primary goals of this Policy was “containment” of communism anywhere in the World. Apprehension about communist aggression in the Far East as a “test” for an attack in Europe was a legitimate worry for many world leaders.

Now the final ingredients were in place for a potential catastrophe somewhere in the world. The United Nations was just learning to function as an entity,

Europe was trying to rebuild in the face of a potential Soviet nuclear threat, China had ended a civil war in 1949 and needed to stabilize its government and economy, a US President was facing an election and was determined to halt any further communist gains throughout the world, the US military had drawn down to a shell of its previous strength, and the two Koreas eyed each other across a tense 38th Parallel. The date is 24th June 1950 and an ember that was a spark is about to bring the world closer to nuclear war than most people will ever know. The location for this potential catastrophe is going to be on a small peninsula nestled between the Sea of Japan and the Yellow Sea.



North Koreans traverse the rocky hills of their homeland

TIMELINE FOR THE START OF THE WAR FOR KOREA

0400 25 JUNE 1950: 38TH PARALLEL, KOREA

Without warning or a formal Declaration of War, the North Korean Forces launch Operation *Pokpoong* along the 38th Parallel. Historians and scholars debate whether North Korea attacked or counterattacked following a South Korean incursion across the border shortly before launching their assault. More

than once the South Korean president had indicated his willingness to attack North Korea to unite the nation. Regardless of how the conflict started, the North Koreans attacked with full force.

25/26 JUNE 1950:

20 MILES FROM THE PORT OF PUSAN

The ROK Navy ship *Bak Du San* spots a lone Steamer in the hours of darkness. Refusing to be identified with standard signals, the *Bak Du San* turns on its searchlight and is fired upon by an unnamed North Korean freighter carrying nearly 1,000 KPA Soldiers. A short sea chase ensues with the *Bak Du San* sinking the North Korean freighter near Tsushima Island. On board the freighter, the 3rd Battalion, 766th Regt KPA had the mission to raid Pusan harbour, destroy vital facilities, and ensure landing of reinforcements was impossible.

27 JUNE 1950: WASHINGTON D.C.

US President Harry S. Truman ordered Commander in Chief Far East (CINCFE) General Douglas MacArthur to use available air and naval assets to assist Republic of Korea (ROK) forces. The same day, the UN Security Council meets and condemns the aggression of the North Korean forces (KPA) calling for a ceasefire and withdrawal from South Korea. The Soviet Union was boycotting the Security Council at this time over the refusal to unseat the Chinese nationalist delegation, so they were not able to exercise a veto as a permanent member of the Council.

27 JUNE 1950:

UNITED NATIONS, NEW YORK CITY

The North Koreans considered the first UN resolution “illegal” and continued their attack. The US ambassador to the UN put forth a second resolution calling for armed forces to repel the invaders. The measure passed 7–1, providing the US with the pretext to assist South Korea’s fight against communist aggression by North Korea. The UN resolution allowed for any UN member to provide assistance in any manner to South Korea. However, the coordination of this resolution was left undetermined.

12:00 27 JUNE 1950:

SEOUL AND THE SUWON AIRFIELD

Major James Little, Commander of the 339th Fighter Squadron is ordered to escort USAF aircraft carrying civilians and diplomats fleeing Seoul. About noon and near 10,000 feet over Suwon Airfield the first air battle of the Korean War would begin. The KPAF would lose seven aircraft in total while facing the first jets used in the war, the F-80C Shooting Star. No American aircraft were lost in the dogfight and Major Little earned the Silver Star medal.

28 JUNE 1950:

SEOUL AND THE HAN RIVER, KOREA

The North Korean Army led by elements of the 105th Tank Brigade capture the burning capital of Seoul. South Korean soldiers attempt to retreat south across the Han River when engineers blow up the river's bridges trapping over 40,000 of South Korea's better soldiers on the northern side of the river.

30 JUNE 1950: FAR EAST COMMAND, JAPAN

US President Harry S. Truman agrees to General MacArthur's request to commit two of the five American divisions currently stationed in Japan. The 24th Infantry and the 25th Infantry Divisions receive their alert and movement orders.

TOP SECRET

NATIONAL GUARD MOBILISATIONS FOR KOREA

Owing to the massive shortage of trained and qualified combat power available to the U.S. Army in the summer of 1950, the President authorized the call up of four National Guard Divisions and two RCTs. This decision wasn't taken lightly and demonstrated the significance of just how reduced the U.S. Army had become five years after WWII. In all, 138,600 National Army and Air Guard Members were called to duty, 37% of the total National Guard. Two of the National Guard Divisions would go on to serve in the Korean Theatre with great distinction: the 40th Division of the California National Guard and the 45th 'Thunderbird' Division of the Oklahoma National Guard. These Divisions would fight on the line in familiar locations known as Heartbreak Ridge, the Punchbowl, Pork Chop Hill and other battlefields that have passed into legend. Three artillery battalions, 196th (Tennessee), 937th (Arkansas) and the 300th (Wyoming) would all earn a Presidential Unit Citation. The Air Guard provided much needed support to the U.S. Air Force too. The 116th Fighter Bomber Wing (Georgia) and the 136th Fighter Bomber Wing (Texas) made significant contributions to fighter, escort and

bombing efforts for the U.N. soldiers. Clearly the National Guard was needed if Korea was to be saved from the communists.

5 JULY 1950:

DAWN, JUST NORTH OF OSAN, SOUTH KOREA

Major General Dean of the 24th Infantry has dispatched the 1st Battalion, 21st Infantry with an attached 105mm artillery battery under the Command of Lt Col Charles B. Smith. This understrength battalion is called 'Task Force Smith'. This task force is about to fight the first US battle in what may have started out as a civil war but will now grow to something far larger encompassing thousands of soldiers from more than twenty nations.

7 JULY 1950:

UNITED NATIONS, NEW YORK CITY

The UN authorized the creation of the United Nations Command, all military forces would be under the singular command and control of the blue United Nations flag for the first time ever. General MacArthur is appointed to Theater Command of all forces on land, sea and air. The spark has been lit...

TOP SECRET

TIME PERIODS

For purposes of this supplement, the following definitions of time periods is as follows:

- Early War – June 1950 to December 1950
- Mid War – December 1950 to June 1951
- Late War – July 1951 to July 1953

NORTH KOREAN INVASION



On a rainy Sunday morning along the 38th Parallel in Korea, North Korean artillery began unleashing timed barrages at 0400 hours, striking targets in the South. Just two days earlier, 23 June, UN observers had inspected the border for signs of increased tensions and did not report conditions for imminent conflict. Historical debate continues as to who fired the first shots of the Korean War or how the war started. What is definitely known is the North Korean Armed Forces launched Operation *Pokpoong* along the entire border as planned on 25th June 1950.

The Chief of the Democratic People's Republic of Korea's Armed Forces, Kang Geon, ordered combat troops to be prepared and in position by the 23rd June in anticipation of the invasion to unify Korea. The Chairman of the Party, Kim Il-sung informed Joseph Stalin the attack would begin on the 25th and the Soviet Premier agreed to the course of the plan. One of the conditions of the plan was for Chairman Mao of China to send reinforcements if needed. Chairman Mao had concerns that the United States would intervene.

The North Korean forces were in position, tactical objectives were determined, the strategic objectives were also determined, and the time for the battle to commence had arrived. The North Korean artillery attack lasted for an hour, shelling well known positions. Casualties for South Korea were high, but more importantly the confusion sown was even greater. The timing of the attack was excellent. Many South Korean soldiers were off duty and not with their battalions and regiments. Many were also on leave. Soldiers on duty were caught completely by surprise to be hit by a well-coordinated artillery attack at 04:00 in the rain on a Sunday morning.

An hour after the shelling started, the North Korean infantry started to attack across the border in well-organized formations meeting little resistance in most locations. In the central region of the country, a heavy armoured North Korean tank brigade smashed through every attempt to halt their attack. The first days of the war demonstrated the superior training and organization of the North Korean armed forces. Conversely, the South Korean armed forces could barely halt the Northern soldiers' attacks. Only fierce and stubborn resistance by isolated and determined groups of valiant men kept the South Korean Army from total collapse.

Holding on in small groups and fighting in tactical withdrawals to the southern portion of the peninsula, the South Korean Army eventually was able to mount a defence. The North Korean Army, flush with stunning victory was beginning to overextend lines of communication and supply. A few more days or weeks of hard fighting and the goal of unifying the peninsula under the flag of communism would be met.

The United States led a movement in the United Nations Security Council to condemn the aggression, but with extra effort the war could be over before other nations intervened. The US reacted quicker than Kim Il-sung expected. Troops were flown in from Japan to assist South Korea, but these American soldiers were not the same as their WWII counterparts. The North Koreans rapidly overran many of the defensive positions the Americans created and eventually had the South Koreans and their American allies bottled up in a perimeter centred on the port of Pusan.

SCENARIO 1 – BATTLE FOR OSAN

“When you get to Pusan, head for Taejon. We want to stop the North Koreans as far from Pusan as we can. Block the main road as far north as possible. Make contact with General Church. If you can’t find him, go to Taejon and beyond if you can. Sorry I can’t give you more information—that’s all I’ve got. Good luck, and God bless you and your men!”

Major General William F. Dean’s orders to Colonel Smith

At dawn on Sunday, 25 June 1950, the North Korean People’s Army (KPA) crossed the 38th Parallel behind artillery fire. The initial assault by KPA forces was aided by the use of Soviet T-34-85 tanks. These tanks had a good deal of early success against South Korean infantry (ROK) who had access to a limited amount of adequate anti-tank weapons. The US anti-armour defence was made up of a few M24 Chaffee light tanks supporting elements of the 24th Infantry Division. The only real success of slowing the advancing KPA armour by UN forces was accomplished by ground attack aircraft.

The first significant engagement of the Korean War, The Battle of Osan, involved the 540-strong Task Force Smith, which was a small forward element of the 24th Infantry Division which had been flown in from Japan. On 5 July 1950, Task Force Smith attacked the KPA at Osan but without weapons capable of destroying the KPA’s tanks.

Task Force Smith was ordered to fight as a rear-guard to delay advancing KPA forces while additional US troops arrived in the country to form a stronger defensive line to the south. The task force lacked both anti-tank guns and effective infantry anti-tank weapons, having been equipped with obsolescent 2.36” rocket launchers and a few 57 mm recoilless rifles. Aside from a limited number of High Explosive Anti-Tank (HEAT) shells for the unit’s 105mm howitzers, crew-served weapons capable of defeating the T-34 Soviet tank had not been distributed to US Army forces in Korea.

A KPA tank column equipped with ex-Soviet T-34/85 tanks overran the task force in the first encounter and continued its advance south. After the KPA tank

column had breached US lines, the Task Force opened fire on a force of some 5,000 KPA infantry approaching its position, temporarily holding up the KPA advance. KPA troops eventually flanked and overwhelmed American positions and the remnants of the Task Force retreated in disorder.



KPA troops cross the 38th Parallel and enter South Korea

FORCES

The KPA are all Regular experienced troops. They are made up of one HQ unit consisting of one 1st Lt plus two additional men all armed with SMGs and

mounted in a jeep. Three squads of Regular infantry armed with rifles and the NCO with SMG are mounted in trucks. They are accompanied by four T34/85s.

The UN forces are as follows. All the UN forces start the game **Green** unless otherwise noted. They are made up of one HQ unit consisting of one 2nd Lieutenant plus two additional men all armed with SMGs. One Regular Artillery Observer with two additional men all armed with rifles. Three squads of infantry armed with rifles and the Veteran NCO with a SMG. For support they have three teams of M9A1 bazookas, one medium mortar with spotter, one light mortar, one 57mm recoilless rifle, and two HMGs. To represent the local fire base there is one medium howitzer with spotter which has access to six high explosive anti-tank (HEAT) rounds. These six rounds allow the howitzer to fire like a light anti-tank gun at the KPA tanks.



SCENARIO 1 – Battle for Osan

SET-UP

This scenario is designed to be played on a 4' x 6' table. See the map below for placement of major terrain features and entry point for the KPA forces. Scatter trees and scrubs over the rest of the table to reflect the rugged nature of the Korean peninsula.

DEPLOYMENT

The UN player must place all of his forces dug in the foxholes as noted on the map. The medium howitzer is placed in the gun pit. The Americans must stay in their foxholes until turn five.

The KPA player will enter onto the board from the red section annotated on the map. They do not need to test for morale to enter the board.

SPECIAL RULES

WEATHER CONDITIONS

To represent the heavy rain no units may *Run* except on the semi paved road. All small arms fire ranges are reduced by 6" and larger calibre weapons by 12". Tank fire is reduced by 30" because of the rains and being buttoned up due to the earlier artillery barrages.

OBJECTIVE

The KPA player must have two T-34/85s and one infantry unit exit the left side of the board. The UN forces must prevent the KPA troops from fulfilling their victory conditions.

GAME DURATION

Play for six turns. At the end of turn six roll a die. On a 1, 2, 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

If the KPA player has been able to get the required forces down the road by the end of Turn 6, they are victorious. Otherwise against all odds the 2nd Lt. and his troops have delayed the KPA long enough for defences to be gathered and an effective counter-attack is on the way!



Elements of Task Force Smith try to hold back the North Korean tide

AFTERMATH

The Battle of Osan was the first US ground action of the war. The fight showed American forces were weak and unprepared for the war; outdated equipment was insufficient to fight North Korean armour and poorly trained and inexperienced units were no match for better-trained North Korean troops – though the disparity in numbers engaged certainly had a profound effect on the outcome of this and future battles. Undisciplined US troops abandoned their positions prematurely, leaving equipment and wounded for North Korean troops to capture. Smith also said he felt he had stayed too long in his position, allowing North Korean troops to envelop the force and cause heavy casualties as it retreated. These weaknesses would play out with other US units for the next month as North Korean troops pushed them further back.

Though the force was badly defeated, Task Force Smith accomplished its mission of delaying North Korean forces from advancing for several hours. During the battle the 24th Infantry Division, 34th Infantry Regiment (IR) was able to set up in Pyeongtaek, 15 miles (24 km) to the south. It would be similarly defeated in the Battle of Pyeongtaek. Over the next month the 24th Infantry Division would fight in numerous engagements to delay KPA forces with similar results. Within a week, the 24th Infantry Division had been pushed back to Taejon where it was again defeated in the Battle of Taejon. The North Koreans, overwhelming US forces time and again, were able to push the 8th Army all the way back to Pusan, where the Battle of the Pusan Perimeter would culminate in the eventual defeat of the KPA.

Three months later, on 19th September, Osan would be the location where the US and UN forces under the command of the 8th Army, advancing from the south, would meet up with forces of X Corps, advancing from the north after having recently surprised the North Koreans with the Inchon Landings, as the two forces were in an offensive pushing the North Koreans back, which would culminate in a complete defeat of the KPA in the south.

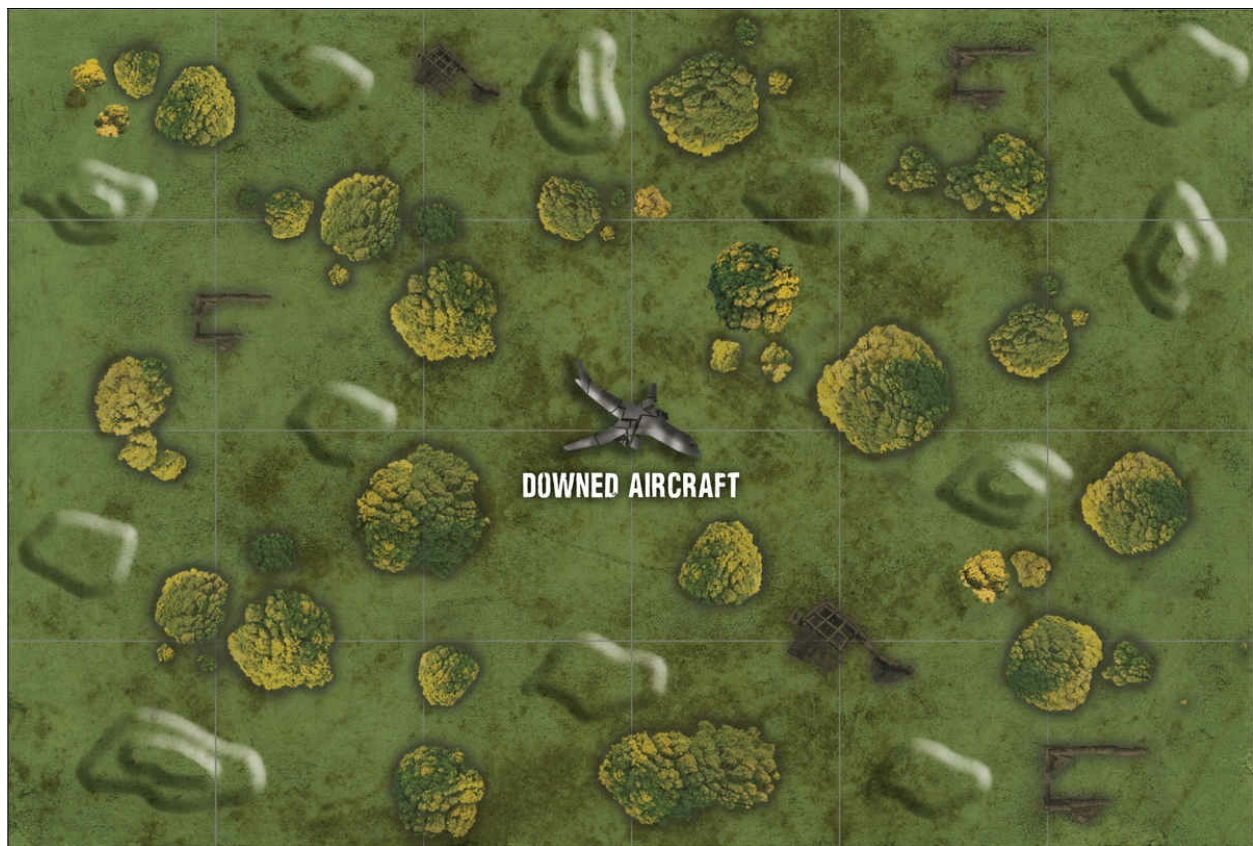
TOP SECRET

M65 ATOMIC CANNON

This awesome display of military might weighs in at a staggering 85 tons and was over 25 metres long. The cannon had a crew of seven, was 280mm and a range of 32 kilometres firing an atomic shell. When Dwight Eisenhower held his inaugural parade in January 1953, one of these M65 cannon was displayed, perhaps to remind the Russians and the Chinese of American capabilities. A few months later, on 25th May 1953 an M65 successfully fired and detonated a 15-kiloton tactical nuclear shell at a target 10 kilometres in the distance. This is the only successful firing and detonation of a nuclear weapon from an artillery piece. Rumours concerning the delivery of 15 kiloton nuclear shells to the Korean theatre may have helped usher in the truce.

SCENARIO 2 – COMRADE IVAN NEEDS YOUR HELP!

Many of the UN pilots during the Korean conflict were convinced some of the communist aircraft in the skies over Korea were not flown by the Chinese or North Korean but in fact manned by Russian pilots (with the thawing of the Cold War, documents were released confirming this). Russian Pilots were flying aircraft over the Korean Peninsula. This is a ‘What If?’ scenario of a crashed Communist aircraft and the rescue/capture attempt by both sides.



SCENARIO 2 – Comrade Ivan Needs Your Help!

FORCES

Comrade Ivan is designed to be played by both sides having 750 points. Both

sides select their forces from the appropriate army lists with the following restrictions:

- Both forces must be infantry heavy. No armoured vehicles are allowed. No more than three trucks/Jeeps may be chosen. These forces represent a fast reconnaissance force so the UN force cannot contain any Air or Artillery observers. The HQ units on both sides can only have a 1st Lt or less. You may not have more than one reinforced platoon.

SET-UP

This scenario is designed to be played on a 4' x 6' table. Place a crashed aircraft or something you have in your terrain box to represent this in the centre of the board. Next to this place a pilot figure to represent Ivan. The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, shrubs, a burned-out farm house, and of course a few hills all around the board. Here is an example you might consider when you set up your table:

DEPLOYMENT

Both forces will enter from opposite short table sides. To determine what side they will enter on both players will roll a D6 and the highest roller will pick their side. All of the players' forces will enter on turn one from their respective sides. These units do not need to make an orders test but can only enter with either a *Run* or *Advance* move.

SPECIAL RULES

POOR IVAN

Place three different colour dice from the UN or Communist forces in the bag/container to represent Ivan's ability to execute orders. He is a Veteran and is armed with an SMG, pistol, and anti-tank grenades. He is a rugged individual and can sustain two hits before being eliminated. Ivan cannot run off the board by himself, he must be escorted by communist forces because he doesn't know the pass codes to get through friendly lines and just might be shot by friendly forces thinking he is a spy!

OBJECTIVE

The UN reconnaissance force is out to capture Ivan and bring him back for the Intel folks to interrogate which will be a major propaganda victory. To do this Ivan must be defeated in close combat. Instead of being removed from the board Ivan is tied up and will be 'escorted' off board by the victorious unit. If the escorts are later destroyed and there is not a friendly unit within 6" when this happens the prisoner escapes and must be recaptured. The prisoner may be passed from one unit to another only once per turn. He may be bundled into a transport vehicle if one is available. The communist player must reach Ivan first and help him get off the board. If a communist unit reaches Ivan first, he joins them and will be a member of this unit until it is eliminated or gets off the board. When the unit containing Ivan is hit and must lose a figure Ivan cannot be removed as a casualty, Ivan is very slippery and has nine lives like a cat! Regardless of who has Ivan they must get him off their side of the table or as close to it as possible before time runs out.

GAME DURATION

Play for seven turns. At the end of turn seven roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

When the game ends add up the victory points to determine the winner. If the final result is two or more Victory Points they have won a clear victory. If not, the result is considered a draw.

Both players score two points for each unit destroyed.

If a player manages to get Ivan off or near their side of the table and there are no enemy units within 12" they will win the game regardless of the victory point total. It is after all a rescue/capture mission!

TOP SECRET

NAPALM

The weapon known as Pyrogel, Incenti-Gel, Napalm, or Napalm B was widely used by the UN Forces and was called the number one weapon in Korea by the *New York Herald Tribune*. It is a mixture of a fuel, like gasoline or similar liquid, and a gelling agent. It was developed during World War II by

DuPont, Standard Oil, and researchers at Harvard University. It is designed to defeat strengthened fortifications, bunkers, pillboxes, and large concentrations of troops in the open. It was reported “on an average good day” UN pilots delivered from the air about 70,000 gallons of this fiery concoction. It was cited as a key factor in the defence of Outpost Harry 11–13 June 1953.



The race is on to capture a downed Soviet pilot

SCENARIO 3 – BATTLE OF THE BIG CITIES

During the course of this short but intense conflict the big cities of Pyongyang and Seoul became the epicentre of fierce struggles. In fact, Pyongyang changed hands twice and Seoul a mind-boggling four times! Overwhelming forces from both sides would enter these cities and fight their way through block by block. Fighting in these heavily urbanised environments soon fell into a deadly pattern of intense artillery and/or aerial barrages followed up by the infantry moving in small clumps attempting to capture and control important buildings and road junctions with vicious hand-to-hand fighting. Then they would dig in and strengthen the defences to be ready to repel the almost guaranteed counter-attack. Most of the time troops would find themselves cut off from other friendly units and surrounded, receiving fire and attacks from a sector they thought was cleared of any enemy units. Regardless of all the meticulous planning it came down to the poor infantryman to press on and seize the day.



SCENARIO 3 – Battle of the Big Cities

FORCES

This scenario is designed to allow either a Communist or UN force to be the defender against a determined assault to take the city. The defender and attacker will agree on a point total with the attacker having a total of three times larger than the defender. (e.g. 1,500 for the attacker to 500 for the defender).

Additionally, the defender gets two bunkers, three hard cover linear obstacles, and two minefields.

Each of the linear obstacles must be 6" long and 1" tall. For example, trenches, low walls, sand bags, barricades, etc. If the defender wishes, they can turn in one hard cover obstacle for two soft cover ones. These soft cover obstacles could be barbed wire, some kind of fencing, or other movement-slowng items.

The bunkers should be able to house a single infantry unit or artillery. Minefields are the 6" x 6" variety and can be marked or unmarked.



KPA and USMC troops engage in bitter street fighting

SET-UP

This scenario is designed to be played on a 4' x 6' table. A road will stretch down the centre of the table from the right (short) table edge to the left (short) table edge. This will bisect the table into two equal halves. The rest of the table is covered in as much debris and ruined buildings as you can get your hands on. Remember these cities have been fought over many times so the more ruins you can place the more realistic your game will be!

The attacker will select one of the short sides of the table as their point of entry. The attacker then places three objective markers with one being placed within 6" of the crossroads and the other two within the table quarters farthest from their entry point. These objectives can be a marker of some kind or a specific piece of terrain. Either will work as long it is identified and known by both players.

Once these markers are placed the defender sets up their bunkers and obstacles and of course makes a note of where the minefields are!

Here is an example of a city layout and by no means do you have to match this. Use as much of your city terrain as you want to make it a place of utter devastation!

DEPLOYMENT

The defender must deploy first anywhere on the table more than 12” from where the attacker will enter the board. These units have the option to start dug in and also may be hidden. One unit must be placed in each of the bunkers.

The attackers’ units are not placed on the board but enter from the selected side. Half of the attacking force (rounding up) enter with a *Run* or *Advance* order with the rest of the force coming on as reserves.

SPECIAL RULES

CITY FIGHTING

This scenario uses the [City Fighting](#) rules found of this book.

REINFORCEMENTS

To reflect the chaotic nature of city fighting, the defender might get some help from another sector of the city. At the end of each turn roll a dice and apply the result as follows:

Reinforcement Table	
D6 Roll	Effect
1–3	No help is available at this time
4	One 10-man Inexperienced infantry squad
5	One 10-man Regular infantry squad
6	One Medium Tank or Self-propelled Gun

Note: you are only allowed one tank on the table at a time, resources are stretched too thin to help out. If you roll another six treat it as a result of five instead.

These reinforcements enter from any point on the opposite table edge from the attackers with a *Run* or *Advance* order. These units do not need an order test to come onto the board.

OBJECTIVE

The defender must hold the objectives and prevent the attacker from capturing

them. The attacker must capture as many objectives as they can at all costs.

FIRST TURN

During turn one the attacking forces move their first wave onto the table anywhere along the selected edge. They must use a *Run* or *Advance* order. No order test is required for this first wave.

GAME DURATION

Play for ten turns. At the end of turn ten roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

The winner of this scenario is the one who controls the most objectives. To capture an objective there must be one of the controlling player's units within 3" of the objective at the end of the final turn with no enemy unit within the 3" ring around the objective. If both players hold an equal number of objectives the game is a draw.



US Marines pinned down by enemy fire

INCHON AND THE DRIVE TO THE YALU RIVER



INCHON LANDING, PUSAN BREAKOUT, AND THE DRIVE TO THE YALU RIVER

The North Koreans had forced the remnants of the South Korean Army and the American forces into a tight defensive perimeter centred on the ancient port of Pusan in southeast Korea. American reinforcements continued to arrive, the 1st Cavalry Division from Japan and the 2nd Infantry Division and the 5th Marine Regiment from the United States. The British 27th Infantry Brigade shipped out from their posting in Hong Kong and deployed to participate in defence of the UN Resolution to halt the KPA aggression. The engagements and fighting all along the Pusan perimeter was some of the toughest of the entire war. The KPA probed, attacked, shelled and battered the UN line for weeks trying to break through before enough reinforcements could arrive in time to save the war for the South Koreans and the UN Allies. The KPA exerted all their efforts to break through the Pusan perimeter and split the defensive line. If the KPA could capture the port, the war would nearly be over.

Dogged defence and raw courage prevented the North Koreans from breaking through the ragged UN line. Coordinated use of the small force of US tanks available, combat air cover and the heavy guns of close in naval support kept the KPA from punching through. By the early portion of September, the KPA were starting to wear down, they were a spent force physically and morally. The extended supply lines and the lack of trained replacement Soldiers began taking a serious toll on the effectiveness of the capability of the KPA as a fighting force.

While the North Koreans were breaking like waves on the immovable rocks of the UN defensive line around Pusan, a tactical masterstroke was about to be conducted with the amphibious invasion of Inchon. General Douglas MacArthur envisioned the effectiveness of the landing at Inchon a month after the first shots of the war. He predicted, accurately, the North Koreans would over extend their supply lines and would be highly vulnerable to an amphibious

attack in the rear line of battle. This attack would interrupt their resupply capability and their lines of communication and allow for the liberation of Seoul. The coordination and planning for the Inchon landing was severely complicated due to the exceptionally difficult shift in the tides and the speed of the currents in the harbour. There were also sea walls the soldiers and marines would be forced to scale with ladders. In fact, Inchon harbour was considered the worst location in Korea to conduct an amphibious landing.

The landing at Inchon on September 15, 1950 under the code name Operation *Chromite* was a complete and total surprise to the North Koreans, achieving a complete tactical victory. The US 7th Infantry Division and the newly reactivated 1st Marine Division along with units from the South Korean Army and Marine Corps captured Kimpo airfield and Seoul. The fighting was bitter and challenging in and around the suburbs of Seoul. The North Korean Command was in shock and needed to withdraw remaining units from Pusan or face being cut off and captured if not totally destroyed by the Inchon landing force.

The 8th Army forces in Pusan began a break out in pursuit of the retreating KPA. The pursuit would take the 8th Army back to the 38th Parallel were a fateful decision



US Marines dig in and prepare for the enemy assault

would be made. A few short weeks after the Inchon landings, General MacArthur called for the unconditional surrender of the North Koreans by 1 October 1950. No reply was forthcoming so with the approval from the US

Joint Chiefs of Staff, General MacArthur ordered the UN forces to cross the 38th Parallel into North Korea with the intent to destroy the remaining KPA forces and unite all of Korea under the flag of democracy. Battalions that had been fighting to survive at Pusan were now, a short month later, crossing the border into North Korea in pursuit of an army in full retreat. The capital of North Korea, Pyongyang, was captured during heavy fighting from October 17–19. This was followed up by the first airborne operation of the war with a day time drop by the 187th Airborne Regimental Combat Team on October 20. The airborne operation occurred 40 kilometres north of Pyongyang in an effort to cut off retreating North Korean forces and to rescue UN prisoners of war before they would be taken further north.

The 8th Army spread out from west to east in an effort to form a continuous line of battle. The rugged terrain and challenges with maintaining communications complicated their tactical situation. In the east, the 1st Marine Division began the methodical advance toward the Chosin Reservoir while the remainder of X Corps moved further north east. The British 27th Brigade moved along the western edge of the North Korean coastline while the other portions of IX Corps moved north to the Yalu River. Additional reinforcements had arrived to join the fight such as the Turkish Infantry Brigade and the Filipino Battalion Combat Team. The plan of the Far East Command was to conquer and occupy North Korea by the end of the year. The UN offensive was scheduled to begin on November 24th with the goal of moving all the way to Yalu River and the border of China. Unknown to 8th Army and Far East Command, the Chinese People's Volunteer Army had already crossed the Yalu River in mass and began moving towards a fateful clash.



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SCENARIO 4 – BATTLE OF INCHON

The Battle of Inchon (code name Operation *Chromite*) was fought from 15th September to the 19th. It involved 75,000 troops and 261 naval vessels of all shapes and sizes. This surprise amphibious assault resulted in six to one odds against the KPA defenders and released the pressure on the Pusan Perimeter. The Inchon area was divided into three main areas of attack, identified as Blue, Green, and Red beaches. Due to the unique nature of the tides in this area the landings had to be staged at different intervals. The first wave went in onto Green Beach and this attack started at 0630 on 15th September 1950 with Blue and Red Beach not being able to bring in the second wave of troops until much later in the day, not until the tide rose again around 1950. A total of 261 ships from several UN nations took part in this amphibious landing of right around 40,000 UN troops and countless aircraft as well combined their offense might to ensure the success of this landing. Opposing the massive armada were approximately 6,500 infantry, one patrol boat, approximately 19 aircraft, and one land-based fortress. Because of the successful disinformation campaign run by the UN forces, the KPA forces figured the Inchon landings were a diversion and the main forces would be landing at Kunsan. There was only one reported communist air attack during the entire landing. A Yak-9 and an Ilyushin II-2 ‘Sturmovik’ attempted an attack on the USS *Rochester* and the HMS *Kenya*. The communist aircraft dropped four bombs on the US ship but only hit it with one which failed to detonate, striking and denting a loading crane on the deck. Anti-aircraft fire from a nearby ship hit the II-2 and caused it to crash into the bay. Later the US crew painted a Purple Heart on the crane.

The massive success of the surprise landing Operation *Chromite* led to the recapture of Seoul two weeks later. Additionally, it cut the KPA’s supply lines into southern Korea, greatly hampering their efforts to hold the Pusan perimeter. These two events contributed greatly to the rapid retreat of KPA forces all the way back to the Chinese border.

FORCES

This scenario is designed to allow the players to recreate this landing. The UN player (the attacker) and KPA player (the defender) will agree on a point total with the attacker having a total of four times the defender. (e.g. 2,000 for the attacker to 500 for the defender).

All the UN forces will start mounted in landing craft or amphibious vehicles. The landing craft are free and cost no points although any upgraded weapons must still be paid for. Amphibious vehicles must be purchased in the usual manner.

The KPA player gets one free minefield section for every three free landing craft the UN player takes. Additionally the defender gets three bunkers and five hard cover linear obstacles.

Each of the linear obstacles must be 6" long and 1". Examples of these obstacles are trenches, low walls, sand bags, barricades, etc. If the defender wishes, they can turn in one hard cover obstacle for two soft cover ones. These soft cover ones e.g. barbed wire, some kind of fencing, or other movement slowing items.

The bunkers should be able to house a single infantry unit or artillery. Minefields are the 6" x 6" variety and can be marked or unmarked.

SET-UP

This scenario is designed to be played on a 4' x 6' table with the players fighting across its width. From the attacker's side the first 6" of the table is shallow water, then 12" of beach (rough ground for movement purposes) and the last 30" can be a mixture of open ground. Across this open area scatter small buildings or hills, some bushes, fences, anything to resemble the outskirts of the city of Inchon. Also, to reflect the preliminary bombardment from naval and air forces scatter craters, lots of craters, all over the beach and open ground. Here is an example of a possible layout for your table.

Once these markers are placed the defender sets up their bunkers and obstacles and of course makes a note of where the minefields are!

DEPLOYMENT

The KPA player must deploy first anywhere on their half of the table (the beach

and open ground). These units have the option to start dug in and also may be hidden. One unit must be placed in each of the bunkers.

The UN player will enter from the shallow water side of the board.



SCENARIO 4 – Battle of Inchon

SPECIAL RULES

PREPARATORY BOMBARDMENT

This scenario uses the preparatory bombardment rules from page 131 in the *Bolt Action* rulebook.

AMPHIBIOUS ASSAULT

This scenario uses the [Amphibious Assault](#) rules.

OBJECTIVE

The KPA player must hold the beach and prevent the attacker from getting any

of their troops off the opposite table edge. The UN player must eliminate the beach defenders and get as many units into Inchon city as they can at all costs.

FIRST TURN

During turn one the attacking forces move their first wave onto the table anywhere along the selected edge. They must use a *Run* or *Advance* order. No order test is required for this first wave.

GAME DURATION

Play for nine turns. At the end of turn nine roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.



DUKW Amphibious Truck

VICTORY!

At the end of the game calculate victory points to determine the winner of this scenario. If the UN player scores two or more victory points they have won, and Operation *Chromite* was a success! Otherwise the KPA player has held the beaches long enough for reinforcements to arrive and make this landing harder than it was. Victory Points are scored as follows:

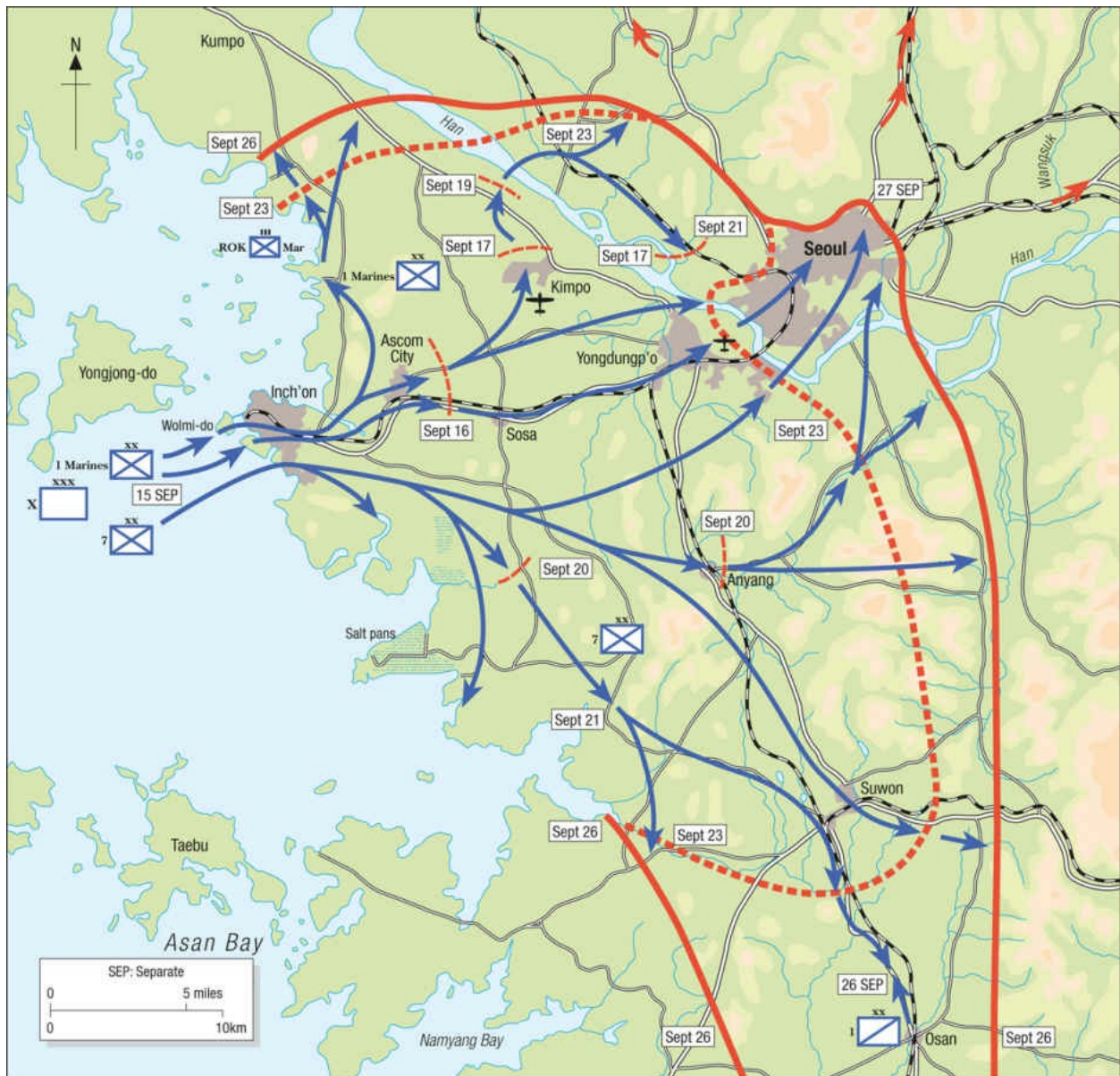
- The KPA player gets two Victory Points for every enemy unit destroyed.
- The UN player gets one Victory Point for every enemy unit destroyed. Two Victory Points are awarded for every unit in the open ground area and three points for every unit they get into Inchon city (moves off the board).



US Marines land at Inchon during Operation *Chromite*

AFTERMATH

Many military scholars consider Operation *Chromite* one of the most successful military operations in modern warfare. Historians have described this as MacArthur's greatest success of his career. Many scholars also comment that as successful as this master stroke was much of its greatness was marred by the slow and measured ground battle following it. This massive one-day invasion was followed by a creeping eleven-day advance into Seoul only 20 miles away. It is hard to say just what this strategic masterpiece of a landing would have accomplished if it was followed by a lightening thrust to the South Korean capital. Might it have shortened this conflict? Only you can determine this "What If" possibility on your gaming tables!



© Osprey Publishing. Taken from Campaign 162: *In'chon 1950*

SCENARIO 5 – BATTLE FOR HILL 282

During the opening months of the Korean War many units were thrown into combat in an attempt to stop the rush of North Korean troops into South Korea. One such unit was the 1st Battalion of The Argyll and Sutherland Highlanders. They were tasked with the capture and defence of Hill 282 on 23 September 1950.

The unit had initial success and, despite an errant airstrike on their position, they were able to hold for some time, buying time for other UN forces to consolidate their positions to better resist the flowing KPA army.

Despite the heroic leadership and personal courage of Major Muir (who would receive the Victoria Cross and US Distinguished Service Cross posthumously) the pressure from the KPA was too great and eventually the British forces had to withdraw from Hill 282.

FORCES

All KPA forces are Regulars. They consist of one 1st Lt with two additional men, all armed with SMGs. Along with Six ten-man squads armed with rifles, one LMG, and NCO with SMG.

The UN forces are Regulars. They consist of one HQ unit made up of one 2nd Lt. plus two additional men, all armed with SMGs. There are four ten-man squads armed with rifles, one LMG, and the Veteran NCO has an SMG. For support there are two MMGs, one Medium mortar with spotter, one light mortar, and one Artillery Observer.

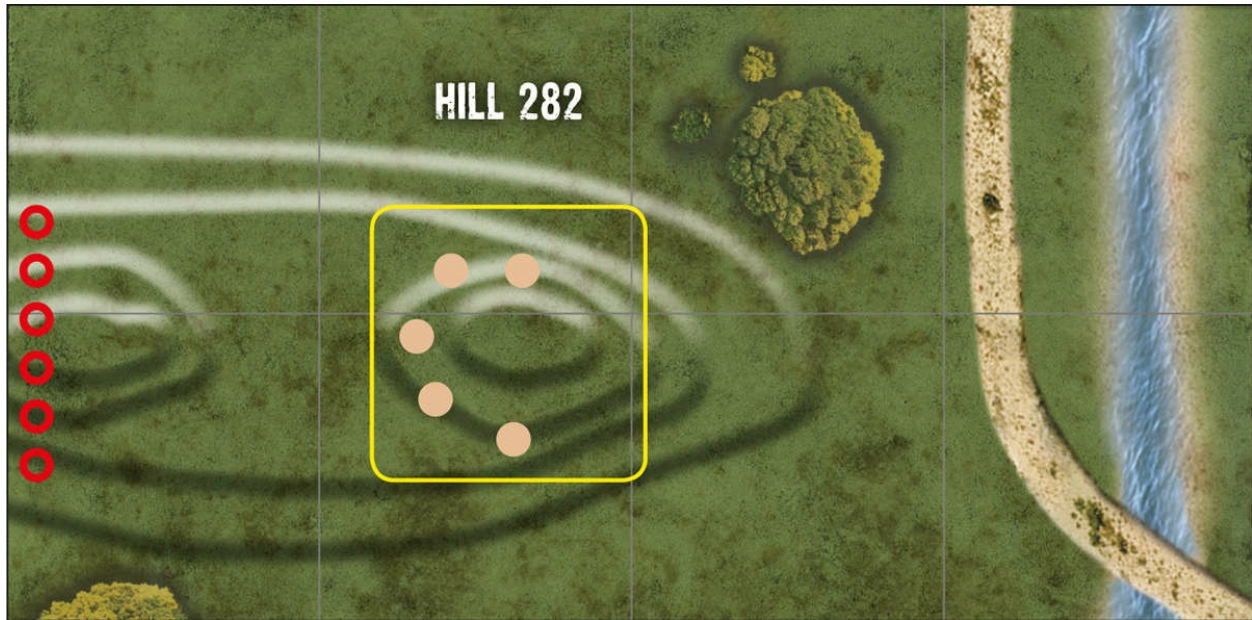
SET-UP

This scenario is designed to be played on a 4' x 2' table. See the map below for the layout of the major pieces of terrain. The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, shrubs, and even a burned-out farm house if you like.

DEPLOYMENT

The UN player must place all of his forces on the hill as shown in the brown circles in the yellow box on the map. They are considered to be in hardcover, since they are in well-dug foxholes.

The KPA forces enter from any board edge as designated by the red circles on the map.



SCENARIO 5 – Battle for Hill 282

SPECIAL RULES

PREPARATORY BOMBARDMENT

The KPA player is allowed a Preparatory Bombardment at the beginning of the game.

FRIENDLY FIRE

The KPA player is allowed to roll for one air strike in the yellow boxed area on turn three to reflect the errant UN airstrike.

OBJECTIVE

The KPA player must control Hill 282 by getting three infantry units of at least six figures into the designated (yellow box) area.

GAME DURATION

Play for eight turns. At the end of turn eight roll a die. On a 1, 2, 3 the game is over, on a 4, 5, 6 press on for one more turn.

VICTORY!

If the KPA player has three infantry units of six figures or more on top of Hill 282 the North Korean player wins. Otherwise the UN troops have held the North Korean and blunted their drive south toward Seoul and have won the day.



AD Skyraider by Jim Laurier © Osprey Publishing. Taken from *Combat Aircraft 114: AD Skyraider Units of the Korean War*

AFTERMATH

Many international observers were in the area to report this new conflict when this battle took place so reports of this battle were splashed across front pages of newspapers all around the world. Because of this coverage the unintentional airstrike became a topic of conversation in many circles. Right away it was acknowledged by the participants it was a misfortune and hazard of modern warfare. Many letters of regret and condolences were sent from government officials and civilians. In fact, a letter from Colonel Charles W. Bicking, the commander of the 93rd Bombardment Wing, was sent with a check from contributions from the Wing personnel to benefit the families of those soldiers killed in this incident. The commander of Scottish forces at the time, Lt. General Sir Gordon MacMillan, replied to this letter after conveying great gratitude for the generous gift, as follows:

“I can assure you that we all understand too well how liable are such mistakes as that of 23rd September 1950 to occur under the stress and hazards of war. Every report I have received from the battalion, both before and after the incident of 23rd September, has spoken in glowing terms of the wonderful co-operation afforded to them by the United States Air Force and no hard feelings have arisen as the result of this accident. ‘I would ask you, therefore, to convey to all members of 93rd Bombardment Wing the assurance that not only has morale in the 1st Battalion, The Argyll and Sutherland Highlanders never been higher than during their period under US Command in Korea, but also that the regiment’s friendship with the United States Air Force personnel can never be impaired by having suffered on one occasion from the risks which are inseparable from operations in modern war”.

TOP SECRET

LIEUTENANT GENERAL LEWIS “CHESTY” PULLER

When Lt. Gen. Puller took part in the 1950 Battle of Inchon as the 1st Marine Regiment Commander he was 50 years old. He was known to lead his men from the front and inspiring his Marines to battle the retreating North Koreans all the way up the peninsula and on to the Chosin Reservoir. Soon after

they got there the Chinese PVA attacked and surrounded the UN forces. When Puller was told of the grave situation his command was in he replied, "We've been looking for the enemy for some time now. We've finally found him. We're surrounded. That simplifies things." His command was given the unenviable task of keeping supply and withdrawal routes open for the rest of the UN forces. In doing this the 1st Marine Regiment destroyed seven of the PVA's 22 divisions and inflicted heavy casualties on the rest. For this action he was awarded his fifth Navy Cross, the most in the history of the Marine Corps.



Tank Ambush at Ascom City by Peter Dennis © Osprey Publishing. Taken from Campaign 162: *Inch'on* 1950

ENTER THE DRAGON – CHINESE INTERVENTION



The Chinese government, as well as the Soviets, were consulted by the North Koreans prior to the invasion of South Korea in June, 1950. Initially the Chinese did not expect much military support for South Korea to come from the US or other Western nations. Naturally they were significantly shocked and surprised by the size and speed of the UN response and the Allied contributions to defend South Korea. The *casus belli* for the Chinese politburo came during the successful UN amphibious landing at Inchon. The geographical proximity of such a large number of 'imperial' UN forces to China was determined to be completely unacceptable to the Chinese. The first true warning to UN forces was provided through the Indian Ambassador in China, Mr. M.M. Panikkar. This message was delivered on the 21st September 1950. The next warning was far more ominous. Delivered to Mr. Panikkar on 3 October 1950. It indicated not 'whether' the Chinese would intervene but 'to what extent'.

To be objective, a student of history must look at this situation from the Chinese viewpoint. The Soviet Union, a fellow communist state to the west, was only moderately friendly to China. China had just concluded a long and costly civil war in late 1949 taking a break only to fight the Japanese from 1937 to 1945 before resuming their own internal struggle. Japan had been eclipsed by the new dominant power in the Pacific, the United States. The US owned Alaska, the Aleutian Islands, and the Hawaiian Islands, controlled the Philippines, had bases at Guam, Okinawa and in Japan, allies in Australia and New Zealand, and a former wartime ally in France controlling Indochina. Now the 'Shogun' of Japan, General Macarthur, and the UN forces had crossed the 38th Parallel and were approaching the Yalu River, the border of China. This act was unacceptable to the Chinese Government and would be met with force. Previously, the Imperial Japanese Army had crossed into Manchuria through this same route so the apprehension was the Americans were preparing to do the same thing.

The Chinese Army's 4th Field Force began moving on foot south across the Yalu River. The 13th Army Group, followed by the 9th Army Group, attacked across the battlefield. Nearly 30 divisions – more than 300,000 'volunteers' of the Chinese Army – had come to fight the 'imperialists'. The Chinese soldiers were actually called "volunteers" by the Chinese government because they truly

wished to avoid an all-out war with the United States. Their logic was since these soldiers were 'volunteers' and not members of the Chinese Army then China was not at war with the UN or the US forces. The Chinese soldiers of the initial campaigns were tough, dedicated troops, combat tested in their civil war and in the war against Japan. They were under-equipped, lacked air support, had no tanks, but were masters of camouflage, infiltration, night attacks, and guerrilla warfare.

General Macarthur was convinced the Chinese would not attack and if they did the overwhelming firepower would stop them cold. His G-2, Major General Charles Willoughby clearly missed every bit of intelligence plainly offered to show the Chinese were coming. The intelligence failures of the Chinese intervention would be catastrophic to the UN forces in November 1950 and very nearly ushered in the use of nuclear weapons to stop their advance.

The Chinese soldiers of the 39th Corps would engage the lead elements of the IX Corps for the first time in rough terrain near the small village of Unsan. The U.K. 27th Infantry Brigade had recently rotated from the area to another location while the 8th Cavalry Regiment from the 1st Cavalry Division moved in to occupy the area. The initial clashes went heavily in the favour of the Chinese. Over the period of time from October 25, 1950 through November 4, 1950 the PVA 13th Army attacked and nearly destroyed the 1st Cavalry Division along with elements of the ROK II Corps in the area of Onjong and Unsan.

The Chinese surprised the UN Soldiers with their presence and their fighting ability. The tactical movement of the Chinese formations involved combat techniques the US and the Allies hadn't experienced during previous wars. The manner in the how the Chinese conducted warfare and the point that all primary units utilised the same battle drills ensured their success and confounded the UN forces. The PVA soldier fought with courage and commitment in the belief of their cause. The Chinese Leadership would say their soldiers fought to defeat capitalist forces. On a lower level of command, the soldiers may have been fighting to ensure the US and UN Allies would not invade Manchuria in the same manner the Japanese had in 1931. The Japanese passed through Korea into Manchuria, the Chinese feared the US and the Allies would consider performing the same feat.

The Chinese would launch five offensives in all in an attempt to drive the UN from the Korean Peninsula. The Second Offensive began soon after the initial engagements near Unsan. The Third Offensive would be known as the New Year's Eve Offensive, a Fourth Offensive would follow in middle February 1951, and then the large scale Fifth Offensive, known as the Spring Offensive, was launched lasting from 22–28 April 1951. The UN halted each Offensive but always at a great cost. The Fifth Offensive resulted in the opportunity for the 8th Army to launch counterattacks to push the Chinese and North Koreans back north across the 38th Parallel. The counterattacks by the 8th Army against the Communist forces would establish the direction of the war in an effort to break the Chinese defensive wall.

SCENARIO 6 – BATTLE OF PAKCHON

1950

In late October 1950 the Chinese started their First Phase Offensive on the Korean Peninsula. This action pushed back the UN advances toward the Yalu River. One of these advances was to capture Chongju. With the Chinese advance threatening the whole western flank the British and Australian forces were pulled from their attack and tasked with capturing nearby Pakchon. Early on the morning of 5th November, PVA forces attacked British elements of the Argyll and Sutherland Highlanders but were repulsed and shifted to the south. Australian troops were called in to capture a ridge line near Chinese-held Pakchon. Australian air assets assisted the ground troops in the first time these forces worked together in Korea. This combined assault caught the Chinese off guard and allowed the ground forces to capture the ridge line. Later, a large Chinese counter-attack drove the Australians off the ridge, but they in turn were later forced to abandon it and the Aussies reclaimed the ridge and ensured the safety of Pakchon.



**Chinese forces cross the Imjin River by Steve Noon © Osprey Publishing. Taken from Campaign 328:
*Imjin River 1951***

FORCES

All PVA forces are Regulars. They consist of one 1st Lt with two escorts all armed with SMGs. Two ten-man squads armed with rifles, one LMG and the NCO with SMG. Support consists of two MMGs.

The UN are Regulars. They consist of two HQ units made up of one 2nd Lt. plus two escorts all armed with SMGs. There are four ten-man squads armed with rifles, one Bren LMG and the NCO has a SMG. For support there are one

medium mortar with spotter, one light mortar and one Air Observer. The Air Observer gets to call in three missions.

SET-UP

This scenario is designed to be played on a 6' x 4' table. The major piece of terrain will be a ridge line running roughly down the centre of the table, from short edge to short edge. The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, shrubs, and even a burned-out farm house if you like. Here is an example of a possible table layout.

DEPLOYMENT

The PVA forces start in a trench line along the spine of the ridge. The UN player can start either on the east (a long table edge) or west (the other long table edge) side of the board but must all enter from the same side. They do not need a morale check to enter the board.



SCENARIO 6 – Battle of Pakchon 1950

SPECIAL RULES

None.

OBJECTIVE

The PVA player must be in possession of the trench line at the end of the game. This means no enemy forces within 3” of the trench line. The UN force wins if it takes the trench.

GAME DURATION

Play for seven turns. At the end of turn seven roll a die. On a 1, 2, 3 the game is over, on a 4, 5, 6 press on for one more turn.

VICTORY!

If the PVA player has control of the trench the Chinese player wins. Otherwise the UN troops have removed the Chinese threat and can continue their northern advance.



Onwards comrades, we must stop the capitalist pigs!

AFTERMATH

The 1st Commonwealth Division was the name given, after July 1951, to Commonwealth land forces in the Korean War. The division was a multinational unit that was part of British Commonwealth Forces Korea, and whilst British and Canadian Army units formed the bulk of the division, it also included Australian infantry, New Zealand artillery, and an Indian medical unit. As with the US KATUSA program, numerous South Korean troops were seconded to the Commonwealth Division to make up numbers under a program known as 'KATCOM'.

The unit was preceded by the 27th British Commonwealth Brigade, the initial parent formation of Commonwealth army units in Korea, which arrived in Korea in August 1950. Its two British Infantry battalions were joined by the 3rd Battalion, Royal Australian Regiment (3 RAR) in September, and by the 2nd Battalion, Princess Patricia's Canadian Light Infantry (PPCLI), in February 1951. The brigade was subsequently re-constituted as 28th Commonwealth Brigade in April 1951. In November 1950 the brigade was joined by 29th Independent Infantry Brigade, and in May 1951 by 25th Canadian Infantry Brigade. In July 1951 these units were combined to form 1st Commonwealth Division. The division was made up of 58% British, 22% Canadian, 14% Australian, 5% New Zealander, and 1% Indian forces.

The 1st Commonwealth Division was part of the US I Corps, which also included the US 1st Cavalry Division, the US 3rd and 25th Infantry Divisions, and the ROK 1st Division. The division occupied the strategically important sector of front on the Jamestown Line, stretching from the Kimpo peninsula on the Yellow Sea coast to a point east of Kumhwa about 6.3 miles (10.1 km), and just 30 miles (48 km) from the South Korean capital, Seoul.

It was deactivated in 1954 as part of the demobilisation of forces in Korea in the aftermath of the war, being reduced to a Commonwealth Brigade Group, and from May 1956 until its final withdrawal in August 1957 to a Commonwealth Contingent of battalion strength.



US armour takes position in a Korean village

SCENARIO 7 – NUKE ‘EM TILL THEY GLOW!

Many of the commanders in the US forces considered the nuclear bomb a tactical device more than a strategic one. Even the Commander-in-Chief, Harry Truman, and later Dwight D. Eisenhower, believed that, in the right setting, a nuclear bomb was a viable weapon. In fact, nuclear weapons were moved to Okinawa in May 1953 to reinforce the strategic policy of not only using these weapons against China in the Korean War but to also to defend Taiwan. This is a ‘What If?’ scenario of a potential use of this controversial weapon and just how close we all really came to realise the consequences of their deployment.

FORCES

This scenario is designed to be played by the UN force having 1250 points and the PVA and NKA forces having a total of 2,500. Both sides select their forces from the appropriate army lists.

SET-UP

This scenario is designed to be played on a 6' x 4' table. This hypothetical battle occurs near the Chinese border. To reflect the rugged nature of this area scatter trees, scrub, a burned-out farm house or two, and of course a few hills, all around the board. Shown below is just a suggestion, use as much of your terrain as you have to really make this as rugged as you can.

DEPLOYMENT

Both forces will enter from opposite long table sides. To determine what side they will enter on both players will roll a D6 and the highest roller will pick their side. All of the players' forces will enter on turn one from their respective sides. These units do not need to make an orders test but can only enter with either a *Run* or *Advance* order.



SCENARIO 7 – Nuke ‘em Till They Glow!

SPECIAL RULES

“THEY JUST KEEP COMING”

If a communist infantry squad is removed from battle they may return as replacements after waiting one turn off the board. For example, if a ten-man squad was eliminated on turn two they could return on any board edge after turn four.

“TICK... TICK... TICK...”

Place an ominously sized die, or one of a particularly dark shade, next to the board with the single pip facing upwards. Every time after the first Communist unit leaves the UN side of the board advance the die one pip. If the die reaches a total of **six** the game ends regardless of what turn is currently being played and it is a loss for both sides. Grab your parkas – it’s going be a long and cold winter!

OBJECTIVE

The Communist force is streaming across the border in order to defend their homeland and stop the capitalist pigs from setting one foot into the homeland. To do this they must get as many units as they can off the UN side of the table. The UN forces must stop this or the potential for a long winter just might occur.

GAME DURATION

Play for seven turns. At the end of turn seven roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

When the game ends add up the victory points to determine the winner. If the final result is two or more Victory Points, they have won a clear victory. If not, the result is considered a draw. If the countdown die **did not** reach six, consider it a **victory** for both sides regardless of the final point total.

The PVA/KPA player receives three points for each of his units that exits the table from the UN side's table edge.

Both players score two points for each enemy unit destroyed.

SCENARIO 8 – ACTIONS AT TAKCHON AND KUNU-RI

In late November 1950 the 1st Turkish Brigade was moved north to join with the US 1st Corps and assist them with the unenviable task of slowing or stopping the PVA forces streaming out of the North. They arrived in time to occupy their assigned areas when the Communist blow struck. The Turks fought fiercely and had some support from a few tanks assigned to them from higher headquarters. However, the simple task of passing orders or calling in air and artillery strikes was hampered by the inability to understand each other over the air waves. The Turks didn't have a very strong command of the English language and the UN Headquarters failed to provide adequate interpreters for the Turks. Added to this the area of fighting was very rugged and thickly wooded. Despite these handicaps the Turks did slow down the Communist forces long enough to allow the other UN forces to regroup and get ready to attack the Chinese and North Koreans forcing them back up the peninsula.

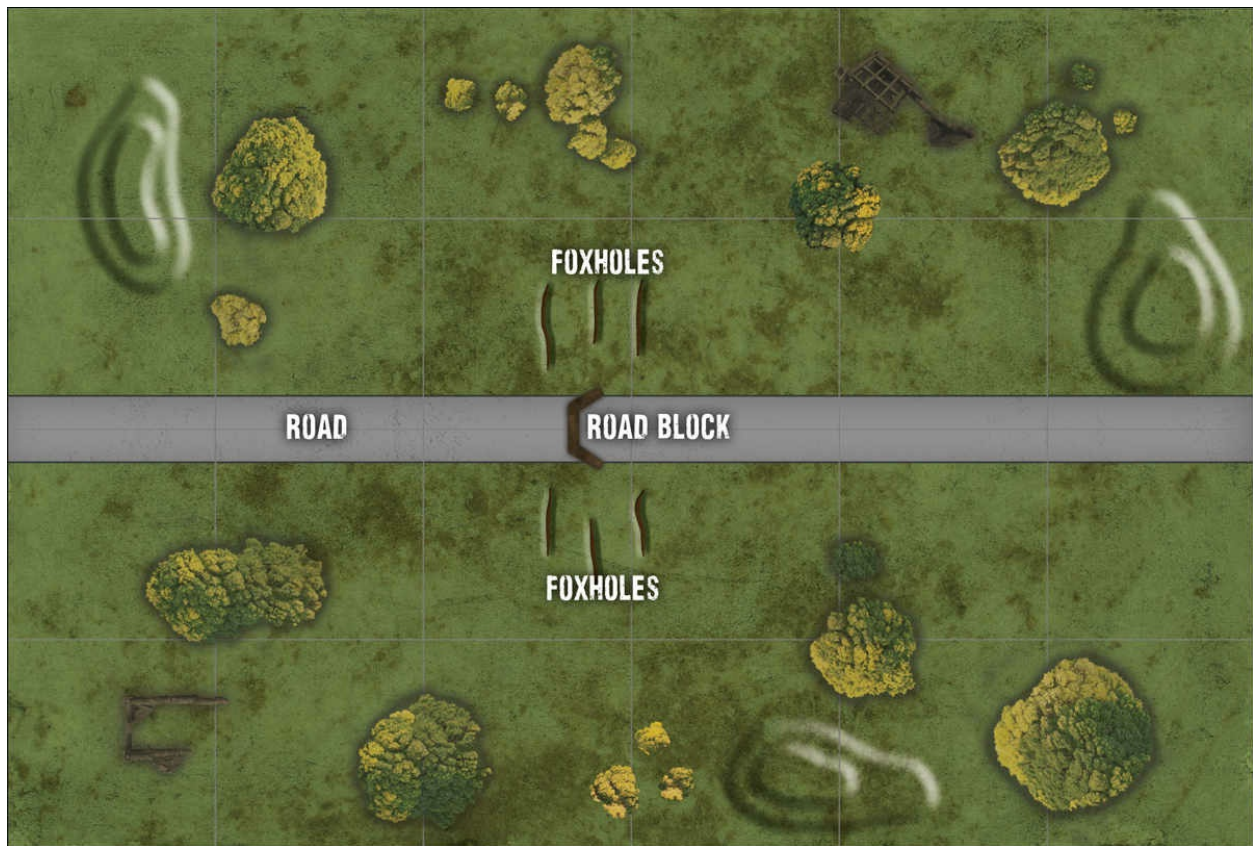
FORCES

All PVA forces are Regulars. They consist of one First Lieutenant with two additional men, all armed with SMGs and are mounted in a jeep. Four ten-man squads armed with rifles, one LMG, and the NCO with a SMG. Support consists of one T34/85.

The UN forces are Regulars. They consist of one HQ unit made up of one Second Lieutenant plus two additional men all armed with SMGs. There is one US ten-man squad armed with rifles, one BAR, and the NCO has a SMG. There are two Turkish ten-man squads armed with rifles, one BAR, and the NCO has a SMG. For support there are three 2.36" Bazooka teams, one medium mortar with spotter, one 57mm recoilless rifle, one medium howitzer, and one Artillery Observer.

SET-UP

This scenario is to be played on a 6' x 4' table. Place a road running across the centre of the board lengthways. Place a roadblock in the middle of the road running from the left (north) short side of the board to the right (south side). The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, and even a burned-out farm house if you like. Do not be stingy – it was a very rough area!



SCENARIO 8 – Actions at Takchon and Kunu-ri

DEPLOYMENT

The UN forces begin the game dug-in in foxholes starting 6" around the roadblock and radiating out from there.

The PVA player enters from the north side of the board. They do not need a morale check to enter the board.

SPECIAL RULES

THE TURKS

To reflect the communication problems when giving order dice to the Turks an order test must be made even if no pin markers are present. The Turks are fierce in close combat with their legendary long knives. In close combat the Turks get the Tough Fighter and Stubborn special rules.

OBJECTIVE

The PVA player must get two units off the south end of the board by the end of the game. The UN force wins if it prevents the PVA from exiting these required units.

GAME DURATION

Play for six turns. At the end of turn six roll a die. On a 1, 2, 3 the game is over, on a 4, 5, 6 press on for one more turn.

VICTORY!

If the PVA player has exited two units off the board the Chinese player wins. Otherwise the UN troops have stopped the Chinese thrust southward and have allowed the rest of the UN forces to reinforce their positions and get ready to counter attack the PVA forces streaming southward.

TOP SECRET

UN FIGHTING FORCES – TURKEY

The Turkish Brigade was the only brigade-sized formation to be permanently attached to a US Infantry Division, the 25th Infantry Division. The Turks has a fearsome reputation for attacking and being stubborn in defence. Consisting of three infantry battalions with supporting artillery and engineers, the brigade was led by Brigadier Yashin Yazici, a veteran of the Gallipoli campaign during WWI. This was the first time in the history of Turkey that their soldiers fought on foreign soil. The brigade would earn several unit citations and the distinction of making the Chinese hesitate before attacking their positions.

AFTERMATH

Despite heavy casualties, the Turks were able to escape the trap and go on to fight another day. This battle and the sacrifices made by the Turkish Brigade were not forgotten by the UN Command. General Walker, Commander of the US 8th Army, on 13th December 1950, presented 15 Silver and Bronze Stars to the brigade for their gallant action during this battle. This event is still proudly remembered by Turkish soldiers who served in Korea.



US troops prepare to repel the Chinese advance

SCENARIO 9 – HOLD BACK THE NIGHT

When the Chinese crashed across the border with approximately 120,000 troops in late November 1950 the 30,000 UN troops found themselves embroiled in a bitter and brutal 17-day retrograde battle occurring in some of the worst weather conditions since the Battle of the Ardennes in 1944. This scenario depicts one of the many smaller events to happen during this battle and is loosely based on the novel of the same name written by Pat Frank in 1951 and later turned into a movie in 1956.

FORCES

This scenario is designed to represent the dash of the remnants of USMC Fox Company down a contested valley on its way to Hungnam Port. Fox has been reduced to just a few veteran troopers and three heavily laden jeeps. The ground pounders are divided into two sections of ten men, one led by the Veteran Captain McMillan (replaces the NCO), and the other led by Veteran NCO Platoon Sergeant Eaker, both armed with SMGs. The units are armed with rifles and include two BARs each. They are accompanied by one Bazooka team (M20). The jeeps have food, water, extra socks and gloves, first aid kits, cigarettes, two injured personnel, and enough ammo for the company's weapons. The jeeps are not armed, cannot transport anything, and, due to the poor road conditions, cannot travel faster than an *Advance* (i.e. no *Run* movement).

The Chinese player has 1,000 points to spend with the following restrictions:

- All officers must be a Second Lieutenant. and any infantry unit must be Inexperienced.
- A maximum of one medium mortar.
- Must include a horse-mounted squad of seven to ten riders, or a scout unit instead.
- No vehicles with the exception of one Inexperienced T34/85. This tank must be placed within 3" of the burnt-out hut near the western part of the board. The tank can only target the jeeps (if still running) when they are within 18" of the burnt hut. Until the jeeps are all destroyed, the tank cannot fire on the infantry units.

The Chinese player has a maximum of five order dice in the dice bag regardless

of the number of units they have. This is due to the Chinese forces being spread out over the whole area without the required resources to hunt down all the stragglers from Chosin Reservoir.

SET-UP

This scenario is designed to be played lengthwise on a 3' x 10' table. A rough dirt road will stretch down the centre of the table from right (short) table edge to the left (short) table edge. This will bisect the table into two equal halves. The top and bottom portions of the table have ridges running down each side of the board.

The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, a burned-out farm house, and of course a few hills all around the board. A burnt-out house must be placed 12" from the western edge of the table next to the road.

DEPLOYMENT

Fox Company starts 6" on the road from the right side. They must maintain unit cohesion as far as possible. They may not be more than 8" between sections of the company at the end of any movement. If there is due to casualties, then the next turn the units must move to get back into convoy integrity.

The Communist forces may deploy up to half (plus the T-34!) within 6" from either the top or bottom side of the board. These units may start out hidden. The rest of the forces are in reserve and may attempt to enter the board after turn three as per the rules listed in the *Bolt Action* rulebook on page 132. Remember you only have five order dice so choose wisely!



SCENARIO 9 – Hold Back the Night

SPECIAL RULES

HIDDEN SET UP

All Chinese units may begin the game as hidden using the rules on page 131 of the *Bolt Action* rulebook.

FROSTBITE

This action sees both sides suffering the effects of a particularly harsh cold front blowing down the ravine. Both players are subject to the [frostbite](#) rules of this book. Cold weather clothing is available for the communist forces, see [here](#) in this book for further details. Fox Company is equipped with cold weather clothing at no cost. The cold has also penetrated Fox Company's jeeps. At the beginning of every turn roll a die for each jeep. If a one is rolled the jeep has frozen solid and must be abandoned. The Company must spend a turn reloading their supplies and wounded. They can only be given *Advance* orders and must stay within 6" of the jeeps to make the necessary transfers. If all the jeeps freeze up, they must be abandoned and Fox Company will suffer a minus one on all morale checks for the rest of the game. Additionally, every time the company moves or fires roll a D6. On a one, Fox moves with a minus D6" or shoots with a -1 on their to hit dice to reflect the dwindling supplies of the company.

POOR WEATHER

Due to the low cloud cover and blowing snow, air support is unavailable and the visibility ranges are reduced. See [here](#) of this book for all the details.

FOG

Weapon and visibility ranges are limited to 18". See the full details [here](#) of this book. Each turn roll a die; on a five or six the fog has lifted for the turn.

LIQUID COURAGE

Captain McMillan, the leader of Fox Company, has an unopened bottle of whiskey he has promised to share with the company when they get to the port.

As long as the Captain is alive the company gets to take advantage of his leadership (the +3 for his rank) and an additional +2 to all morale checks. If the captain is a casualty then roll a D6. On a roll of one the bottle is broken and the unit suffers a permanent -2 to all morale checks. Otherwise the bottle is safe and passed on to the Veteran NCO Platoon Sergeant Eaker. If the sergeant becomes a casualty roll a further D6.

TOP SECRET

HUNGNAM EVACUATION

When the Chinese crossed the border in late 1950, they drove the UN forces south toward the city of Hungnam and the large port there. General MacArthur ordered the evacuation of all the troops from there. A hundred and ninety-three ships arrived and on 15th December the evacuation began. Over the next ten days over 100,000 UN troops, 17,500 vehicles, and 350,000 tons of cargo streamed through the port on the way to safer locations. Included in this stream of troops and materiel were 91,000 refugees, with 14,000 of them being transported on the SS *Meredith Victory*. When everyone and everything was out of the harbour the whole place was destroyed by UN forces. This evacuation was later to be called the 'Miracle of Christmas' and an 'amphibious operation in reverse'. This event became the largest evacuation movement by sea in the history of the US Military.

On a one, two, or three the bottle is lost and the unit suffers the morale effects listed above. A roll of four, five, or six means one of the lads has been able to save the bottle and will carry it on for the good of the company.

OBJECTIVE

Fox Company must force their way through the valley and move off the left edge of the table so keep moving! The Communist player must stop them and inflict as much destruction as possible.

GAME DURATION

Play for ten turns. At the end of turn ten roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn. If Fox Company gets off the left table edge at any time the game is over automatically and they win the game.

VICTORY!

When the game ends add up the victory points to determine the winner. If the final result is two or more Victory Points they have won a clear victory. If not, the result is considered a draw.

The Communist player scores two points for each unit destroyed.

The UN player scores one victory point for every unit destroyed and three if they destroy the T-34.

UN COUNTER- ATTACKS AND CHINESE OFFENSIVES



The United Nations forces were pushed back from the plain of the Yalu River and the Chosin Reservoir by the onslaught of the Chinese PVA. The I Corps and IX Corps were able to withdrawal south towards the 38th Parallel while the X Corps conducted a fighting withdraw to the port of Hungnam. The X Corps under the direct action of 1st Marine Division commander, Major General Edward Almond, fought their way out of an extensive Chinese trap and saved nearly 100,000 military personnel. The evacuation from the port of Hungnam in eastern North Korea took place from 15th to 24th December 1950 and was referred to as the 'Miracle of Christmas'. The troops and materiel were transported to the port of Pusan as Far East Command considered potential strategy to halt the Chinese aggression

Adding to the sense of doom of the overall situation on the Korean peninsula, General Walton Walker, the Commander of 8th Army died in a jeep accident on 23rd December 1950. General Walker had recently directed the retreat of 8th Army south of the 38th Parallel in order to form a comprehensive defensive line. General Walker was actively working to direct and coordinate the movement of units when he was involved in the jeep accident that took his life. The man who took General Walker's position was already a legend from WWII. Lieutenant General Matthew Ridgeway arrived from duty in Washington D.C. to assume Command of 8th Army on 25th December 1950. The former commander of the 82nd Airborne Division and 18th Airborne Corps during World War Two assumed the helm of a UN formation in retreat and needing the firm hand of a tested leader. Ridgeway successfully turned the morale of the 8th Army around and instantly set about creating a series of counter-attacks.

In response to the Chinese 3rd Phase Offensive, known as the New Year's Eve Offensive, General Ridgeway initiated Operation *Thunderbolt* on 25th January 1951. The I and IX attacked north towards Seoul along the western sector of the front to capture terrain and to cause further attrition to the Chinese. Ridgeway had decided a war of attrition would be detrimental to the Chinese Army. The Chinese had overextended their lines of communication and supply during the three offensives they had already conducted. Ridgeway believed counterattacking would further deplete Chinese capability. Operations *Killer* and *Ripper* were major UN counter offensives designed to destroy and cause attrition of

communist forces around Seoul and along the 38th Parallel. The *Ripper* mission lasted for a month from 7th March to 4th April 1951.

Additional counter-attack operations included *Roundup* launched by X Corps to move north to the Han River, *Courageous* occurred from 23rd–28th March 1951. The *Courageous* mission was to trap large numbers communist Soldiers between the Han and Imjin Rivers. This also included a large Airborne operation called Operation *Tomahawk*. The Airborne operation would include the entire 187th Airborne Regimental Combat Team and the 2nd and 4th Airborne Ranger Companies. During *Courageous*, the combined UN forces were able to recapture large amounts of territory lost during the previous winters retreat, recapture Seoul and push the line of contact back north towards the 38th Parallel.

General Ridgeway had manoeuvred his three corps of the 8th Army into stronger positions from where large scale coordinated attacks could be orchestrated to cause further attrition of Chinese forces. The PVA had other plans launching the Fifth Phase Offensive, the Spring Offensive, from 22nd April until early June 1951. The Spring Offensive was a massive well-coordinated effort to break the UN defensive line and, if given the opportunity, isolate and destroy UN forces, possibly bringing an end to the war. The PVA and KPA made an all-out attempt to break through and capture Seoul again, causing a further erosion of morale for the 8th Army and the South Korean people. Dramatic defensive stands by the British 29th Infantry Brigade during the Battle of the Imjin River and the Commonwealth 27th Infantry Brigade at Kapyong blunted the communist offensive and saved Seoul from being captured again.

Compounding the challenge for the UN forces and an element adding to the overall near success of the Chinese Spring Offensive was the relief of General MacArthur by President Truman on 14th April 1951. General MacArthur made contradictory statements to the press not in line with those of the US Commander-in-Chief. This move, while substantiated, was shocking to the Military, Congress, and the American people. General Ridgeway immediately took control as Commander, Far East Forces and UN Command. General James Van Fleet assumed command of the 8th Army in the field.

Only the grim determination of small units of soldiers holding on when hope

seemed lost, the immense air power available, awesome artillery barrages, and even naval gunfire allowed the UN to hold out during these dark days of early 1951. The Battle of Chipyeong-ni showed the Allied soldiers they could defeat the Chinese. The stand of the Gloucestershire Regiment and the concurrent Battle of Kapyong-ni spent the last and Fifth Chinese Offensive. The time had come for the Chinese to accept the harsh reality of compromise by way of a cease fire and truce talks as a way of stopping the war. The collapse of the Spring Offensive demonstrated to the Chinese High Command the UN forces could not be defeated. Driving too far south on the Korean peninsula would overextend communication and logistical lines. The Chinese and the North Koreans could not sustain their military forces. The UN Allies could not manoeuvre too far north after the Spring Offensive due to the large number of guerrilla forces operating on the battlefield. UN commanders on all levels believed they couldn't properly provide local area security sufficient enough to continue pursuing retreating communist forces. The end result of the failure of the Spring Offensive and the successful defensive stand of the UN was a battlefield stalemate and the hint of truce talks suggested by the Soviet ambassador. Two years' worth of talking and a lot more fighting would occur before a ceasefire would go into effect.



Chinese PVA infantry with T-34/85 supports

SCENARIO 10 – CHIPYONG-NI

FEBRUARY 1951

The Chinese People's Volunteer Army must seize the town of Chipyong-ni if their Fourth Phase Offensive is to succeed, and the 115th PVA Division has been tasked to take the town. The Chinese division commander decides the best axis of advance is from the south, and he selects the 343rd and the 344th Regiments for the attack. Defending the town is the US Army's 23rd Infantry Regiment, 2nd Infantry Division, and the defending the southern perimeter is G Company, 23rd Infantry Regiment.

During the actual battle, one US Army infantry platoon under the command of 2nd Lt. Paul J. McGee held off an entire battalion for several hours before the Chinese penetrated his lines through sheer force of numbers and by infiltrating his western flank. In this scenario, the American platoon leader must hold as long as they can.



Chinese troops consolidate their position

TOP SECRET

OPERATION RIPPER

Operation *Ripper* was planned by General Matthew Ridgeway with the goal of destroying as many Chinese and North Korean forces as possible and to drive them out of Seoul and back across the 38th Parallel. To kick this operation off the UN Forces unleashed the largest artillery bombardment of the war on 7th March 1951. US troops crossed the Han River and was able to establish a bridgehead. By 15 March South Korean troops began to infiltrate Seoul. The Communist forces were in danger of being surrounded and were forced to leave Seoul. This marked the fourth and last time the South Korean capital was to change hands. The operation was a success and drove the communist forces back to the 38th Parallel, making it harder for them to launch any offensive actions for some time.

FORCES

The US player has 750 points. US forces may not include any anti-tank guns, armoured cars, tank destroyers, or Stuart light tanks, transports or tows.

The Chinese forces have 1,500 points and cannot use any Bazooka teams, heavy AT guns, flamethrower (vehicle), or howitzers.



SCENARIO 10 – Chipyeong-Ni February 1951

SET-UP

This scenario is designed to be played on a 6' x 4' table. The major piece of terrain will be McGee Hill, which should be 12" wide and 24" long, leaving a gap of 12" on both flanks, and it should not cross the middle of the gaming area. The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, and even a burned-out farm house if you like.

DEPLOYMENT

The US player must place all of his forces on the hill except for one infantry unit. The deployed forces use the Hidden Set-Up rules listed on page 131 of the *Bolt Action* rulebook and are considered to be in hardcover, since they are in well dug-in foxholes, as outlined on page 54 of the *Bolt Action* rulebook. The single American infantry unit can come on starting in the second turn from any point along the American player's table edge, using the reserve rules on page 132 of the *Bolt Action* rulebook. The Americans **MUST** stay in their foxholes until turn four.

The Chinese player will set up at least half its units on the Chinese side; these must be within 12" of the Chinese player's table edge. The other units are held in reserve and can come on in any order from the Chinese player's edge, starting in the second turn, using the reserve rules on page 132 of the *Bolt Action* rulebook. Outflanking cannot be used in this scenario.



Chinese traverse McGee Hill

SPECIAL RULES

PREPARATORY BOMBARDMENT

The Chinese player is allowed a preparatory bombardment at the beginning of the game as indicated on page 131 of the *Bolt Action* rulebook.

OBJECTIVE

The Chinese player must have one infantry unit reach the US edge of the table by the end of Turn 6.

GAME DURATION

Play for six turns. At the end of turn six roll a die. On a 1–5 the game is over, on a 6 press on for one more turn.

VICTORY!

If the Chinese player has one infantry unit reach the US edge of the table by the end of Turn 6, then the Chinese player wins. Otherwise the brave 2nd Lt. and

his troops have delayed the Chinese long enough for reserve units to be in place to resist the communist advance and have won the day.

SCENARIO 11 – TASK FORCE CROMBEZ

The Chinese People's Volunteer Army must prevent Task Force Crombez from relieving the UN forces trapped inside the town of Chipyeong-ni, and the 115th PVA Division has been selected to block the mixed column of American tanks and infantry. The Chinese division commander believes the best way to stop the UN column is by destroying its tanks at various choke points along the expected route, turning them into immovable blocking obstacles and trapping the UN forces trailing behind them.

During the actual battle, a mixed column of M46 Pershing and M4 Sherman tanks fought through several Chinese ambushes to reach the 23rd Infantry at Chipyeong-ni. Providing support to the armoured column were infantry from L Company, 5th Cavalry, who rode on the back of the tanks. In this scenario, the UN column must reach the table the other end of the table in six turns to earn a victory.

TOP SECRET

THE BATTLE OF THE IMJIN RIVER

The Chinese started their Spring Offensive on 22 April 1951 with forces crossing the Imjin River with the purpose of recapturing the South Korean capital of Seoul. British forces took the brunt of these attacks and were able to hold them back for a time but due to the constant firing their guns began to seize up. British forces withdrew to Hill 235 (now called Gloster Hill in their honour) and became surrounded by the Chinese forces. Relief troops could not break through the tight ring of the Communist troops, so the British forces were told to hold out for 24 more hours. After this time the British forces attempted to break out but only 39 men escaped, the rest being taken prisoner. Their sacrifice allowed UN forces to build up better defences north of Seoul in hopes of slowing and eventually stopping the Chinese forces.

FORCES

The Americans have 1,000 points to choose from. The US player can substitute a 75mm M20 Recoilless Rifle for the 57mm M1 Recoilless Rifle. American

forces may not include any artillery, armoured cars, tank destroyers, or Stuart light tanks, transports or tows. In addition to the reinforced platoon, the US force must include three M46 Pershing or M4A3 Sherman 76mm tanks. Each tank is allowed to carry 8–10 soldiers since the UN forces did not have any available halftracks. Use the transport rules found [here](#) of the *Bolt Action* rulebook. These units may fire from the backs of the tanks.

The Chinese have 2,000 points but no armoured vehicles. They also may use M20 Bazookas they have captured prior to the battle.



SCENARIO 11 – Task Force Crombez

SET-UP

This scenario is played on a 6' x 4' gaming surface. One road runs 6' through the middle of the gaming surface. At several spots, mountain spurs flank the road, creating obvious choke points. See the map for an example on how you could set this scenario up.

The rest of the table should reflect the rugged nature of the Korean peninsula.

Scatter trees, scrubs, rocky patches, or other similar pieces of terrain around the board with both players agreeing to final placements.

DEPLOYMENT

The American player begins at the left edge of the table. Three infantry units start the turn mounted on the tanks. On turn 1, the American player has one tank with a mounted infantry unit within 6" of his table edge. The rest of their units with the exception of the other two tanks will also start within 6" of this table edge. The remaining tanks arrive one at a time after turn one, using the Reserve rules found on page 132 of *Bolt Action* rulebook. However, you do not need to roll for each unit on the tank. One roll per tank will suffice.

The Chinese player deploys his forces on two of the three choke points. The deployed forces use the Hidden Set-Up rules listed on page 131 of the *Bolt Action* rulebook and are considered to be in soft cover while occupying positions on the spurs as outlined on page 54 of the *Bolt Action* rulebook. The Chinese infantry units should be double the number of US infantry units in this scenario.

SPECIAL RULES

PREPARATORY BOMBARDMENT

The American player is allowed a preparatory bombardment at the beginning of the game as indicated on page 131 of the *Bolt Action* rulebook.

OBJECTIVE

The American player must have one unit reach the opposite edge of the table by the end of turn six.

GAME DURATION

Play for six turns. At the end of turn six roll a die. On a 1–4 the game is over, on a 5 or 6 press on for one more turn.

VICTORY!

If the American player has one infantry unit reach the US (eastern) edge of the table by the end of turn 6, then the US player wins. Otherwise the brave Chinese have prevented the reinforcements from getting to Chipyeong-Ni and the communist forces have won the day.



Task Force Crombez comes under Chinese attack

SCENARIO 12 – BATTLE OF THE LITTLE VILLAGE

All during the course of this short but intense conflict villages were fought over, flattened, burned, changed hands, and were basically an almost daily obstacle to be overcome by both sides. Regardless of the weather or season, once again it came down to ground pounders to seize the objective for the day.

TOP SECRET

MILITARY DOGS ON THE KOREAN PENINSULA

Sentry dogs were used around warehouses and storage areas in Seoul before hostilities broke out in 1950. The most notable unit in action during the Korean War was the 26th Infantry Scout Dog Platoon stationed at Fort Riley, Kansas. From the beginning this unit was shipped over to Korea and was cited for continuous and exceptional service from June 1951 to January 1953. These scout dogs carried on the traditions and tactics formed and perfected in the Pacific with the Marines during World War II. They alerted their handlers to ambushes, enemy positions and snipers. See the respective Army lists to add these invaluable assets to your fighting force.

FORCES

This scenario is designed to allow either a Communist or UN force to be the defender against a determined assault to take the village. The defender and attacker will agree on a point total with the attacker having a 20-percent point advantage over the defender (e.g. 1,200 for the attacker to 1,000 for the defender). The attacking force cannot include vehicles or artillery.

SET-UP

This scenario is designed to be played on a 6' x 4' table divided into three zones. Each zone measures 2' by 4'. Starting from the left side as you view the table number the zones one, two, and three. Zone one is made up of mostly open ground with a scattering of trees and scrubs. Zone two consists of cover such as walls, hedges, and rubble. Zone three represents the edge of a built-up area and

is made up of small buildings or huts. Here is an example of a possible layout for your game:



SCENARIO 12 – Battle of the Little Village

DEPLOYMENT

The defender must deploy first. Half of the force must be deployed in zone two and the rest in zone three.

The attacker's units are not placed on the board but enter from the short side table edge in Zone One. Half of the attacking force (rounding up) enter with a *Run* or *Advance* order with the rest of the force coming on as reserves. Outflanking may be attempted and any units designated as attempting to outflank are given a 12" head start, i.e. they move 12" along the flanks before the game has begun.

SPECIAL RULES

HIDDEN SET UP

The defender begins the game as hidden using the rules on page 131 of the *Bolt Action* rulebook.

FROSTBITE

This action sees both sides suffering the effects of a particularly harsh cold front blowing down the ravine. Both players are subject to the [frostbite](#) of this book. Cold weather clothing is available for both sides, see [here](#) of this book for further details.

POOR WEATHER

Due to the low cloud cover and blowing snow, air support is unavailable and the visibility ranges are reduced. See [here](#) of this book for all the details.

FOG

Weapon and visibility ranges are limited to 18". See the full details [here](#) of this book.

OBJECTIVE

The attacker's objective is to remove all resistance from the village. The defender's objective is to stall the attacker's advance and prevent them from taking over the village.

GAME DURATION

Play for eight turns.

VICTORY!

At the end of the game calculate victory points to determine the winner of this scenario. If one side scores two or more victory points than the other they have won and taken the village! Otherwise the battle goes on with each side throwing more resources at this important objective – a draw! Points are scored as follows:

- The Attacker gets one victory point for each unit in Zone 2 at the end of turn four, (not including any unit who use the outflanking manoeuvre) and a further victory point (1) for each unit in Zone Three at

the end of the game.

- The Defender gets two victory points for every enemy unit destroyed.



M39 Armoured Utility Vehicle

TOP SECRET

HELICOPTERS

Many innovations came out of World War II, including a new way to deliver supplies and evacuate the wounded: the helicopter. There were many flights and tests before, and during, the Second World War but they were used in a very limited capacity. The Korean War saw this capability greatly expanded to the point when on 20th September 1951 the first helicopter borne landing of combat troops called Operation *Summit* occurred. Two hundred and twenty-four combat-loaded US Marines were airlifted to Hill 884. Additionally, the Sikorsky HRS-1 helicopters transported 17,772lbs of cargo over 65 flights in support of this operation. The entire operation involved 65 flights of the HRS-1s and took a total of four hours to accomplish. It would not be until after the Korean Conflict when the combat ability of helicopters would be developed and perfected into the devastating weapon we know today.

A fine example of the above, Major Sebourn was a member of the 2nd Helicopter Detachment. This detachment would evacuate 1,506 soldiers over a ten-month period – more than any other unit in the area by this time. On 13th January 1951 he volunteered to evacuate injured members of the 1st Raider Company who had become encircled at a school near Choking-ni by enemy forces. He landed his helicopter in the schoolyard under very heavy fire just a few feet from army foxholes. After the wounded were loaded, Major Sebourn attempted to start up his whirlybird but the battery was dead. He was forced to spend the night with the Rangers and when reinforcements broke through the next day, they were able to jump start his craft. His detachment was able to evacuate 23 wounded Rangers and when his 'Mechanized Angel' the Bell H-13D landed back at base the ground crews counted 17 holes in its canopy.

SCENARIO 13 – VALKYRIE

Many lives were saved during the Korean War due to the fast actions and bravery of helicopter pilots. Because of the rugged nature of the countryside and the inability of ground vehicles to get to where the fighting was these modern-day Valkyries were essential in saving lives. This ‘What If?’ scenario is designed to represent just a small fraction of these mercy missions.

FORCES

This scenario is designed to allow the UN force to be the defender against a determined assault to take the position and overrun the casualty collection point. The defender and attacker will agree on a point total with the attacker having a total of three times the defender. (e.g. 1,500 for the attacker to 500 for the defender).

Additionally, the defender gets one bunker, three hard cover linear obstacles, four soft cover obstacles, and four minefields.

Each of the linear obstacles must be 6” long and 1” tall. For example, trenches, low walls, sand bags, barricades, you get the idea. The soft cover ones would be like barbed wire or some kind of fencing or movement slowing items.

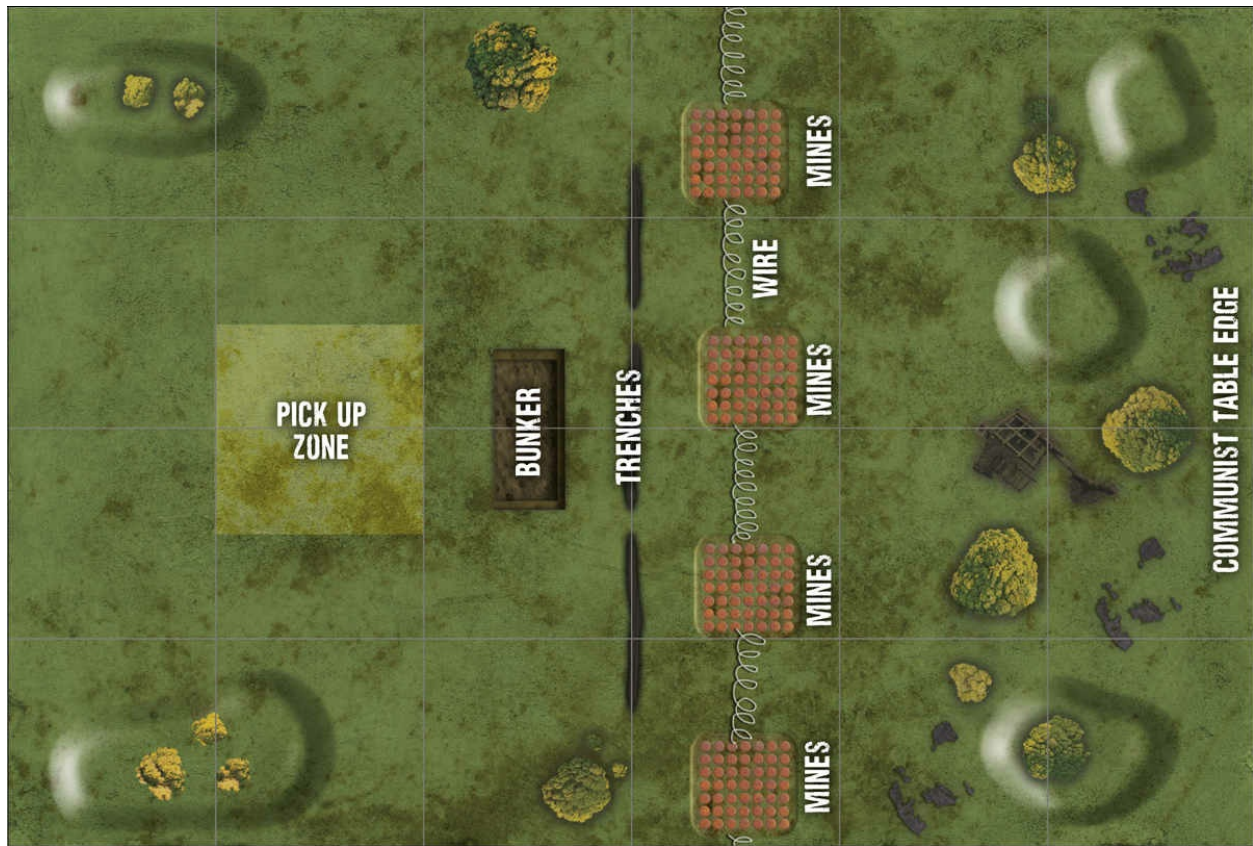
The bunker should be able to house a single infantry unit or artillery. Minefields are the 6” x 6” variety and can be marked or unmarked.

The UN player also has ten wounded needing evacuation. Place them inside the casualty pick up point.

SET-UP

This scenario is designed to be played on a 6’ x 4’ table. The UN player sets up their defences along the centre of the board running from the top (long edge) to the bottom (long edge). 12” to the west of this line is the designated casualty pick up point. This area is cleared of all debris and is roughly 12” square. The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, a burned-out farm house, and of course, a few hills all around the

board. Use the following map as a guideline to help you set this scenario up for your game.



SCENARIO 13 – Valkyrie

DEPLOYMENT

The defender must deploy first anywhere on the table in their positions along the centre of the board. These units are dug-in in well-placed foxholes and also may be hidden. One unit must be placed in the bunker.

The attackers' units are not placed on the board but enter from the eastern (short) edge. Half of the attacking force (rounding up) enter with a *Run* or *Advance* order with the rest of the force coming on as reserves as per page 132 of the *Bolt Action* rulebook. Reserves cannot Outflank in this scenario.

SPECIAL RULES

VALKYRIES

Starting from turn two, at the end of each turn, the MEDEVAC helicopters will evacuate D3 casualties from the pick-up point.

OBJECTIVE

The UN forces need to keep this collection point open and the injured to safety. Therefore, they must hold and get the ten wounded soldiers off the board. The communist player's objective is to overrun and eliminate the defenders.

GAME DURATION

Play for eight turns. At the end of turn eight roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

If all the casualties make it off the board it is an automatic UN win otherwise when the last turn is played add up the victory points to determine the winner. If the final result is two or more Victory Points they have won a clear victory. If not, the result is considered a draw.

Both players' score two points for each unit destroyed.

The UN player gets two points for each casualty removed from the board.

TOP SECRET

MASH UNITS

World War II brought not only many innovations in weapons, but also an improvement in the field of triage medicine. The introduction of the helicopter reduced the time from the actual wounding to getting the wounded soldier to a Doctor or Surgeon to just 30 minutes. Writing under the pen name Richard Hooker, H. Richard Hornberger produced a book he named *MASH; A Novel about three Army Doctors*. He took his inspiration from a couple he knew who had served in a real MASH in Korea, the 8055th. He was a doctor, she was a nurse, and they said the later movie and TV series were not too far from the truth at times. Their MASH was about 10 miles from the front line in Korea which may be about a 5- to 10-minute ride via helicopter depending on the situation. This amazing ability greatly reduced the casualty rate of all UN forces. To reflect this skill any UN unit with a medic assigned hit with a casualty can roll a D6. On a 5 or 6 the medic saves the unit in question and they return to combat.



MASH personnel prepare to receive incoming patients

STALEMATE - JULY 1951 TO JULY 1953



The surprise and devastating shock of the Chinese intervention caught the United Nations Command and the soldiers by surprise. General MacArthur and his Far East Command Headquarters in Tokyo completely dismissed the intelligence warnings and the 8th Army staggered under the ferocity of the Chinese attack and the resurgence of the North Koreans. The UN forces withdrew from North Korea during December 1950 under horrible winter weather conditions in order to regroup as best as possible. During these dark hours of the war, the Commanding General of 8th Army, General Walton Walker, died in a jeep accident on 23rd December 1950. Fortunately for the 8th Army and UN forces his replacement was the legendary General Matthew Ridgeway. General Ridgeway assumed command on 25th December 1950. The Chinese PVA continued to attack and on New Year's Eve 1950 they launched another offensive, the third, capturing more ground and Seoul fell once more.

January 1951 was a pivotal moment in the history of warfare, a moment many people have never read about. General MacArthur had sought the tactical use of twenty nuclear weapons on targets selected in North Korea, along the Yalu River, and reportedly in Manchuria, all with the intent of halting further Chinese intervention and resupply. To the Supreme United Nations Commander, nuclear weapons were a tactical weapon to be utilised. Incredibly the US Joint Chiefs of Staff all agreed with General MacArthur. Naturally this did not go over well with US primary allies such as Canada, France, and Great Britain. The arrival of General Ridgeway and his ability to reinvigorate the 8th Army stalled General MacArthur's plans to employ nuclear weapons.

In March 1951 the PVA would launch the Fourth Offensive. This was a limited success primarily due to the determination of the UN forces. One battle in particular was Chip'yong-ni, often referred to as the 'Gettysburg of the Korean War'. This determined stand by the 23rd RCT, the 1st Ranger Company and the French Battalion would witness the high watermark of Chinese incursion into Korea during the war. The PVA forces fought valiantly for nearly three days to defeat the combined UN forces who weathered fierce hand-to-hand combat.

General Ridgeway would retaliate with his own Offensives over the next several months. Operations *Courageous* and *Tomahawk* regained limited ground lost. The Chinese Air Force finally entered the war at this point with limited

sorties. Then another dramatic twist during an already stunning conflict, President Truman relieved General MacArthur on 11th April 1951. The President had many reasons to do this, primarily the General was intent on expanding the war and the President was in search of a cessation of hostilities. In the end, it was determined the General had defied the President which was a violation of the US Constitution. General Ridgeway assumed command of the UN and the Far East forces in place of General MacArthur.

Taking advantage of the change in leadership, the PVA launched the Fifth Offensive (known as the 'Spring Offensive') in April 1951. More than 300,000 PVA soldiers attacked the UN line. There were many battles large and small that created heroes during the Korean War. Two battles not only saved the UN line but kept Seoul from potentially falling again for the fifth time in less than a year; the Battle of the Imjin River and the Battle of Kapyong. The Battle of the Imjin River is famous for the stand of the 1st Battalion, Gloucestershire Regiment. They along with other members of the 29th Brigade and the Belgian Battalion held a large number of PVA Soldiers for three days from 22–25 April 1951. Further east, and also during the same time period, soldiers of the 27th Commonwealth Brigade made a stand at Kapyong, later described as the "perfect defensive battle". Men of the 1st Gloucesters, the 1st Belgian Battalion, 3rd Royal Australian Regiment, and the 2nd Princess Patricia's Light Infantry all received a US Presidential Unit Citation. The PVA wasn't finished though. They pressed on with phase two of the 5th Offensive the following month. In May 1951 the PVA were finally halted at the Battle of the Soyang River. The UN would regain the Kansas Line and not much more. PVA guerrilla tactics would halt any further attempts by the UN command to press north to capture more territory. By 1st June 1951 both sides were spent in manpower and logistics. The PVA had overextended and the UN command didn't wish to escalate the war any more than had already been done. In the end, the UN had won the war of logistics, the PVA won the war of manpower.

TOP SECRET

BODY ARMOR IN THE KOREAN WAR

The use of body armour or 'flak jackets' was not a new concept when the Korean War started. Ballistic armour has its beginning as far back as the 1860s. These concepts were refined by both

sides during World War I and Soviet engineers used heavy metal plates during World War II. Composition of these vests went through many different types of materials until a combination of several layers of ballistic nylon and fibreglass plates went into the construction of the US Army's Body Armor, Fragmentation Protective Vest M69. These vests were used by the US Marines and weighted over ten pounds. They did a good job of stopping blast fragments and slowing the speed of bullets from a moderate range. These characteristics went a long way to making sure the individual survived long enough to be evacuated to a nearby MASH unit. To reflect these flak jackets any USMC units after 1951 can purchase jackets for troops at +5 per man. Troops with flak jackets get a 5+ save on HE and small arms hits. Troops so equipped can *Run* due to the improved nature of materials over the World War II Soviet equivalent vests.

After the back and forth with sometimes lightening ripostes from both sides, the war settled down into a World War I trench war like atmosphere of fixed lines of control with occasional forays into each other's zones of control, the line rarely shifting more than a few hundred yards at a time. Large scale bombing raids from the UN side continued and this, along with the haggling over prisoner of war exchanges, prolonged the war. Additionally, the UN goal was to make sure all the lost territory was regained before peace settled over the peninsula. The Communist forces had similar goals, as well as to test the mettle of the UN and see how long they were willing to continue the conflict. During this period of stalemate the US and UN Air Forces would deliver massive and crippling bombing attacks on North Korean infrastructure, further eroding the will to continue the war. Additionally, more US jet aircraft began destroying Chinese MiGs as often as possible.

Locations and battles would enter the vocabulary of Western and Eastern forces, never to be forgotten: MiG Alley, Heartbreak Ridge, the Iron Triangle, the Jamestown Line, the Punchbowl, Pork Chop Hill, Bloody Ridge, Old Baldy, the Hook, New Bunker Hill, and Maryang San to name a few.

Armistice talks ran hot and cold over two years (July 1951 to July 1953) with the major stumbling block being the repatriations of prisoners of war. A great number of Communist POWs refused to return. This stemmed from some of them being forcibly conscripted into the armed forces or not wanting to go back because of the potential of political prosecution. In the end, a neutral third-party commission was set up to remove this final stumbling block from the peace process. Three different situations would finally convince the PVA and the North Koreans to sign the truce document. These were that retired General

Dwight D. Eisenhower had been elected President of the United States, Joseph Stalin of the USSR had passed away in March 1953, and the UN forces fought three battles during the summer testing the mettle of the soldiers to keep fighting.

TOP SECRET

BATTLE OF BLOODY RIDGE

On 18th August 1951 the South Koreans launched an attack by UN forces targeting a series of hills north of the 38th Parallel. After a week of intense fighting the South Koreans were successful in taking the ridge but the North Koreans launched a vicious counter attack the next day driving them off and recapturing the area and surrounding hills. The US forces lead the next assault and for the next ten days the fighting continued with the North Koreans stopping every attack. Finally, after several rain storms and failed assaults, the Americans changed tactics. One regiment would attack up the ridge while another regiment would come around behind the North Koreans preventing them from escaping. This manoeuvring, along with artillery, tank and air strikes, finally turned the tide and the North Koreans abandoned the hills. Around 2,700 UN troops and 15,000 communist troops were either killed or wounded and gave this hill its name – ‘Bloody Ridge’.



A Korean village is patrolled by the US Army

On 27 July 1953 the guns of war finally were silenced across the Korean

battlefields. A Demilitarised Zone (DMZ) was established along the line held by both sides at the conclusion of hostilities and remains in effect today. The DMZ is approximately 250 kilometres long and four kilometres wide. A joint security area located in Panmunjom is where North and South Korea officially meet to hold discussions concerning the future. This zone is patrolled and defended by forces on both sides of the DMZ to this day. Operation *Glory* was conducted from July to November 1954 with the goal to allow all combatant nations to collect their dead. The remains of over 4,000 UN troops were exchanged for over 13,000 Communist troops. This exchange of remains continues to this day. Since the signing of the Armistice there have been many incursions and overt acts of aggression from the North Koreans into, and around, the DMZ with retaliations from the South and UN forces stationed in the area. As of this writing there is renewed hope of an official peace process with the announcement on 27th April 2018 of formal talks between the North and the South. Let us hope these talks bear fruit and we can finally close the book on this short but intense conflict.

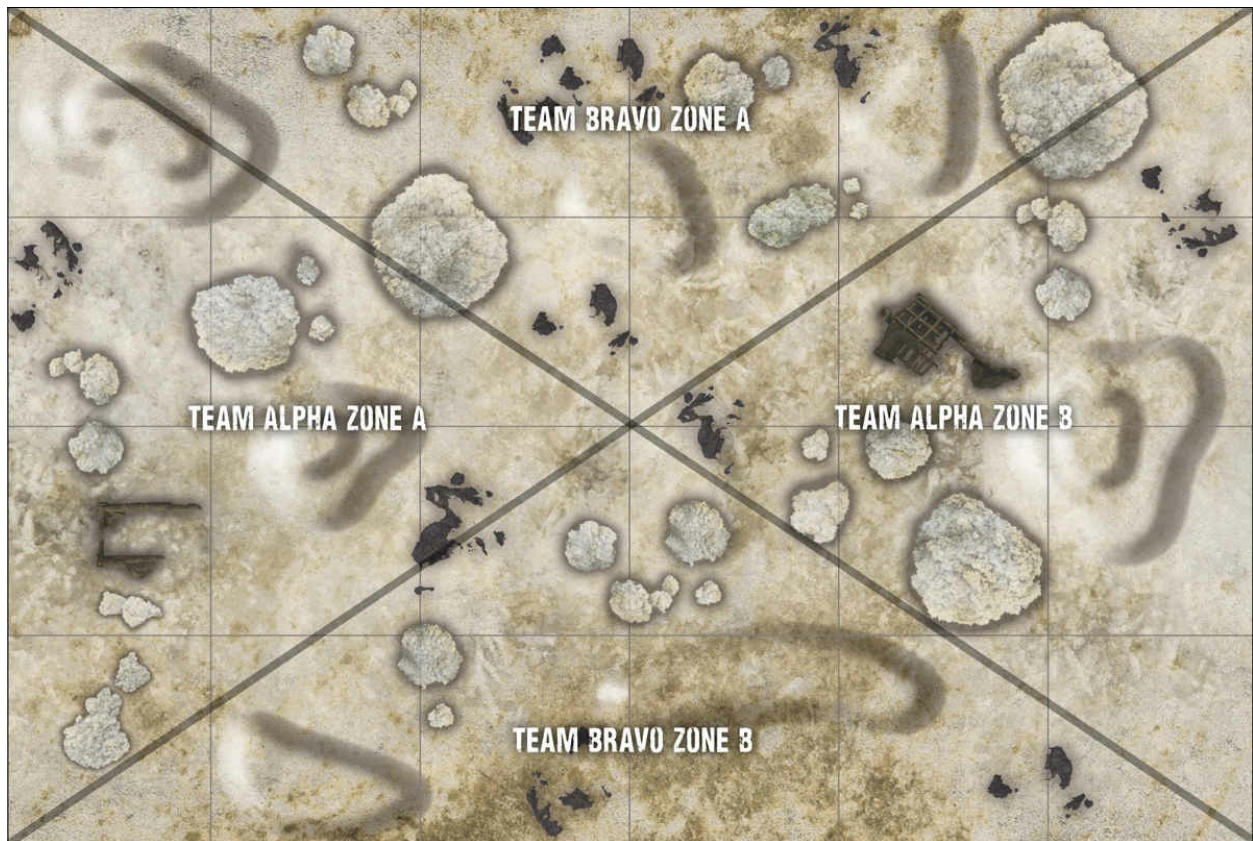
SCENARIO 14 – FOG AND FRICTION

As the forces battled up and down the peninsula both sides lost men and material, not to combat actions but to the harsh weather conditions existing over the battle areas. Due to temperatures plummeting in the many ravines, fog would envelope the high ground making it hard to see and be seen by the enemy. Several accounts exist of forces slowly slogging along some ragged trail or along a ridge line and stumbling into an enemy's position. Both sides not realising what was going on until someone fired the first shot.

FORCES

This scenario is designed to allow either a Communist or UN force to be the defender in this stumble through the countryside. The defender and attacker will agree on a point total with the attacker having a 20 percent point advantage over the defender (e.g. 1,200 for the attacker to 1,000 for the defender).

Only infantry are allowed in this scenario. Once forces are selected on both sides the players must further divide their units into three teams: Team Alpha, Team Bravo, and Reserves.



SCENARIO 14 – Fog and Friction

SET-UP

This scenario is designed to be played on a 6'x 4' table divided into four triangular zones. This is done by drawing two lines across the board from corner to corner. The left and right quadrants are the attackers Zone A and Zone B. The top and bottom quadrants are the defenders Zone A and Zone B. The whole table is rugged so scatter trees, shrubs, an occasionally burned out hut, hills and anything else you might have in your terrain boxes. To finish off the debilitating effect of the weather the whole area is covered in snow (see [Snow](#)).

DEPLOYMENT

Each player will take turns placing their forces in their respective zones with the defender going first. Team Alpha in Zone A and Team Bravo in Zone B. The defender also gets access to two slit trenches 12" long to be placed in each zone. Units may not be deployed within 6" of a table edge or within 18" of an enemy

quadrant.

After everything settles down, we now add some friction. All deployed units on the board are moved 6" in a random direction – even allowing to cross into enemy zones.



KPA forces stumble across a US enfilade in the impenetrable fog

SPECIAL RULES

HIDDEN SET UP

All units begin the game as hidden using the rules found on page 131 of the *Bolt Action* Rulebook.

FROSTBITE

This action sees both sides suffering the effects of a particularly harsh cold front blowing down the ravine. Both players are subject to the [frostbite](#) rules of this book. Cold weather clothing is available for both sides, see [here](#) for further details.

POOR WEATHER

Due to the low cloud cover and blowing snow, air support is unavailable and the visibility ranges are reduced. See [here](#).

FOG

Weapon and visibility ranges are limited to 18". See the rules [here](#).

RESERVES

All reserve units represent sections of the main army lost or confused by the bad weather. From turn three on reserves can enter from either of their respective table edges.

OBJECTIVE

The objective for both players is to remove all resistance from the area.

GAME DURATION

Play for seven turns. At the end of turn seven roll a dice. On a 1, 2, or 3 the game is done. On a 4, 5, or 6 play one more turn.

VICTORY!

At the end of the game calculate victory points to determine the winner of this scenario. If the one side scores two or more victory points they have won and completed clearing the objective! Otherwise, the battle goes on with each side throwing more resources into this swirling mass of fog and friction – a draw! Points are scored as follows:

Players gets two victory points for every enemy unit destroyed.

TOP SECRET

BATTLE FOR HEARTBREAK RIDGE

The North Koreans retreated to Heartbreak Ridge after their defeat at Bloody Ridge in early September 1951. UN forces launched their next attacks on 13th September with massive air, tank and artillery barrages at this area but severely underestimated the North Korean forces there. Many hours after the start of this attack UN troops were climbing the rocky slopes and assaulting enemy bunkers one at a time. After finally getting to the top the UN forces were low on ammunition and near

complete exhaustion. The North Koreans were able to bring in reinforcements from neighboring hills and forced the UN forces back down the ridge. This began a seesaw like pattern played out over the next two weeks. Finally, it was decided to attack the ridge and the surrounding hills as well in a major offensive. A full division was brought in to accomplish this task and engineers were used to construct roads to allow tank units to join in the attack. On 10th October the assault kicked off and caught the North Koreans and Chinese completely by surprise. Heartbreak Ridge changed hands for the final time on 15th October with a UN victory.



North Koreans move through thick fog

SCENARIO 15 – BUG OUT!

We have included this scenario to reflect the many times UN troops found themselves surrounded and in need of an “attack in a different direction”. Often these battles became a race between one side working on smashing a path through blocking forces with the other combatant doing all it can to eliminate this break out. On rare occasions the roles were reversed, so if you like you can swap the rolls in this scenario.

FORCES

Bug out is designed to be played with both sides having equal points. Both sides select their forces from the appropriate army lists with the following restrictions:

- The UN forces must include their full allocation of transports to make sure the entire force is mobile. If tanks are selected, one unit of infantry can ride on each tank (see [here](#)).

SET-UP

This scenario is designed to be played lengthwise on a 6' x 4' table. A road will stretch down the centre of the table from right (short) table edge to the left (short) table edge. This will bisect the table into two equal halves.

Place a makeshift barrier across the road in the middle of the gaming surface. This placement should basically cut the road into two equal sections.

The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, a burned-out farm house, and of course a few hills all around the board. Use this general layout as a rough guide on how to set up your table.

DEPLOYMENT

The Communist forces must deploy first. Half of the force (rounding down) is deployed to the left of the barrier. All the rest will be deployed as reserves. All forces placed on the board can use hidden set up rules and can start dug in.

The UN forces do not start on the board but enter from the right side. Half of this force will enter with the rest (rounding down) being left in reserve.



SCENARIO 15 – Bug Out!

SPECIAL RULES

TANK RIDERS

In this scenario, units can mount onto or dismount from a tank counting it as a transport for these purposes. Once mounted the unit is replaced by a few tank rider models placed on the tank itself. One unit can ride upon one tank. As with other transported units, the tank riders cannot be targeted whilst they ride upon their tank. However, unlike with other transported troops, tank riders must immediately disembark if the tank they are riding upon is shot at. Regardless of what kind of weapon is shooting at the tank, so long as the firer is within range of the tank the tank rider unit immediately disembarks when the shot is declared and before rolling dice to determine hits. Units disembarking in this way immediately go *Down* or remain *Down* if they are down already.

RESERVES

UN forces can enter the battle along the entire eastern edge of the board. They

cannot outflank in this clash. All Communist reserves enter from one of the long edges (player's choice) to represent reinforcements rushing in to contribute to the impending encirclement.

OBJECTIVE

The UN player must force their way through the barrier and move as many units as they can off the left edge of the table. The Communist player must stop them and inflict as much destruction as possible.

FIRST TURN

During turn one the UN forces move their first wave onto the table anywhere along the right edge. They must use a *Run* or *Advance* order. No order test is required for this first wave.

GAME DURATION

Play for eight turns. At the end of turn eight roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

When the game ends add up the victory points to determine the winner. If one side has two or more Victory Points than the other they have won a clear victory. If not, the result is considered a draw.

The Communist player scores two points for each unit destroyed.

The UN player scores one victory point for every unit in the western half of the table at the end of the game.

Each UN unit to exit off the western edge earns three victory points to the UN player.



US Marines attempt a break out through Communist lines

SCENARIO 16 – PRISONER HUNT!

Often combatants found themselves in need of reliable intelligence on the enemy. How better to get this intel than right from the source! This scenario allows you to game those nail-biting behind enemy lines raids!

FORCES

Hunt is designed to be played with both sides having equal points. Both sides select their forces from the appropriate army lists with the following restrictions:

The raiding forces may **not** include any vehicles, artillery, flamethrowers or any heavy weapons, except for recoilless rifles (if available), medium or light mortars, Bazookas, and a single light anti-Tank gun.

The enemy garrison must include at least **two** HQ units. These rear echelon troops are not battle ready so they will not be Veteran and should have one Inexperienced unit for every two Regular units.

SET-UP

This scenario is designed to be played lengthwise on a 6' x 4' table. A 6" trail will stretch down the centre of the table from top (long) table edge to the bottom (long) table edge. This will bisect the table into two equal halves. If you wish you may add a second trail running right to left with a crossroad formed in roughly the centre of the table. These are very rough trails, so they count as open ground but do not give the road bonus movement.

An enemy HQ section will be camped in the centre of the board. This camp can be either a group of tents or a small abandoned village, whatever you have available in/on your terrain boxes/shelves. Ideally the set-up should not be more than two or three ruined buildings or four or five tents. Either way the whole place should be in the centre with no structure within 12" of the table edges.

The rest of the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrubs, a burned-out farm house, and, of course, a few hills all around the board. Most of this area should be classed as rough ground for

movement purposes. Here is an example of what we are talking about, but feel free to change this to match your available terrain features.



SCENARIO 16 – Prisoner Hunt

DEPLOYMENT

The garrisoned forces must deploy first. Half of the force (rounding down) is deployed to the inside or within 6” of the garrison. All of the HQ units must be inside some kind of structure. The owner of these forces makes a note of where each of the HQ units are as this is the whole purpose of this raid! All the rest will be deployed as reserves.

The raiding forces then deploy their units anywhere on the board at least 12” from all of the HQ structures. These units can use the hidden set-up rules.



US Marines attempt to snatch Chinese prisoners

SPECIAL RULES

NIGHT FIGHTING

These raids always happened at night, so Night Fighting rules apply (see [here](#)).

RESERVES

The garrisoned troops must enter along one of the accessible trails. Roll randomly to determine which trail is used for each unit as they become available. No more than two units may enter each turn and none of these may outflank.

OBJECTIVE

The raiding force is out to cause as much confusion and damage as possible as well as capture a prisoner to bring them back for the Intel folks to be interrogated. To do this one of the HQ units must be defeated in close combat. Instead of being removed from the board the remaining HQ figure (minus the escorts, they will have been killed or incapacitated) is tied up and will be “escorted” by the victorious unit off board. If the escorts are later destroyed in some form and there is not a friendly unit within 6” when this happens the

prisoner escapes and must be recaptured. The prisoner may be passed from one unit to another only once per turn. This prevents the raider from setting up a “shuttle line” off the table without giving the garrison forces a chance to rescue their hapless commander! The garrison player must stop them and inflict as much destruction as possible.

TOP SECRET

27TH WOLFHOUND RAIDERS

With the continuation of hostilities special units on both sides emerged to carry the fight to the enemy. One such unit was the 27th Wolfhound Raiders. In the summer of 1951 Lt David Hackworth of the 27th Infantry Regiment was tasked to create an elite unit trained in special tactics like night assaults, behind enemy lines raiding and intelligence gathering of enemy intentions by capturing enemy troops. These troops would be the forerunners of the Long Range Reconnaissance Patrols used so effectively in Vietnam. Lt. Hackworth led the unit from August to November 1951 and at one time had four platoons of Raiders. Combat attrition and changing events of the Korean War led to the Raiders being reabsorbed into the 27th Infantry Regiment towards the end of 1951 and early 1952.

GAME DURATION

Play for eight turns. At the end of turn eight roll a die. On a 1, 2, or 3 the game is over, on a 4, 5, or 6 press on for one more turn.

VICTORY!

When the game ends add up the victory points to determine the winner.

The Raiding party gets one point for every enemy unit destroyed and three points for every HQ unit captured. If this captured unit is gotten off the board the raiders get five points (not three and five points, just a total of five points for this unit!).

The Garrison player scores three victory points for every raiding unit destroyed.

The player with at least two more points than the other is the clear victor. Otherwise it is a draw and another mission will have to be schedule.



The North Korean People's Army storm a South Korean town

SCENARIO 17 – BATTLE FOR OUTPOST HAROS

Approximately 60 miles north of Seoul located on several tiny hilltops in the Iron Triangle of the Korean Peninsula were remote war station or observation camps called Outpost Tom, Dick and Harry. Their purpose was to monitor any enemy traffic headed down the most direct route to the South Korean capital and act as a trip wire to warn the UN forces of any Communist attacks. During the first weeks of June 1953, a large build-up of PVA forces was detected and all the outposts braced for the inevitable attack. On the night of 10 June 1953, the blow fell. Over the next eight days over 13,000 Chinese troops attacked these outposts manned by four US and one Greek companies (for a total of about 700 troops) making the odds around 30 to 1. In addition to the waves of troops thrown onto these outposts the Chinese artillery fired more than 88,000 rounds. In response the UN forces replied with 368,000 rounds in return fire. The UN forces held out and the Greeks later called their outpost Haros, translated from Greek into Charon, the name of the ferryman from Greek mythology who transported souls to the underworld of Hades.



SCENARIO 17 – Battle for Outpost Haros

FORCES

All PVA forces are Regulars. They consist of one 1st Lt with two escorts all armed with SMGs. Four ten-man infantry squads armed with rifles, one LMG and the NCO with a SMG. Finally, there are three Grenadier Squads.

The UN are Regulars. They consist of one HQ unit made up of one 2nd Lt plus two escorts all armed with SMGs. There are two ten-man squads armed with rifles, one BAR and the Veteran NCO has a SMG. For support there are two MMGs, one HMG, one medium mortar with spotter and one Artillery Observer.

SET-UP

This scenario is designed to be played on a 6' x 4' table. The major piece of terrain will be a hill, which should be 12" to 14" wide and 24" long with an agreed upon centre point, placed in the middle of the gaming area. The rest of

the table should reflect the rugged nature of the Korean peninsula. Scatter trees, scrub, and even a burned-out farm house if you like. Here is a rough layout, please adjust accordingly to match your available terrain resources.

DEPLOYMENT

The UN player must place all of his forces on the hill and they are considered to be in hardcover, since they are in well dug-in foxholes.

The PVA forces enter from any board edge and all units do not have to enter from the same edge, so for example one unit can enter from the north and another from the south and so on.

SPECIAL RULES

NIGHT ATTACK

Use the night attack and Star Shell rules from [here](#) in the book.

PREPARATORY BOMBARDMENT

The PVA player is allowed a preparatory bombardment at the beginning of the game.

“THEY JUST KEEP COMING”

If a PVA infantry squad is removed from battle they may return as replacements after waiting one turn off board. For example, if a ten-man squad was eliminated on turn two they could return on any board edge after turn four.



Outpost Haros awaits contact with the enemy

HOLD AT ALL COST

The UN artillery observer is able to call down three fire missions during this game. To represent the tenaciousness of the UN defenders they get the Fanatic and Tough Fighter characteristics during this battle.

OBJECTIVE

The PVA player must have two infantry units of at least six figures or more into Outpost Harry.

GAME DURATION

Play for six turns. At the end of turn six roll a die. On a 1, 2, 3 the game is over, on a 4, 5, 6 press on for one more turn.

VICTORY!

If the PVA player has two infantry units of six figures or more on top of the hill, within 3" of the designated centre point the Chinese player wins. Otherwise the UN troops have held the Chinese, blunted their drive south toward Seoul and have won the day.

AFTERMATH

After attempting for eight days to overrun and take Outpost Haros the Chinese forces were exhausted. The entire Communist 74th Division had been decimated after taking over 4,000 casualties. As a result of the staunch defence of this outpost, for the first time in the history pages of the US military five rifle companies, four American and, one Greek, received the Distinguished Unit Citation Award. There is a documentary film portraying this action with interviews of survivors and intense re-enactments to ensure this battle will not fade over the course of time.

NORTH KOREAN PEOPLE'S ARMY



NORTH KOREA – KPA ARMY LIST

This army list is based on the troops and equipment available to the North Korean People's Army (KPA) from the initial invasion of June 1950 until the ceasefire in July 1953. Organized, trained and equipped along a standard Soviet model, the North Koreans were much better prepared for armed conflict than their southern opponent. The KPA had been training and preparing for some form of armed aggression for several years. Other factors rarely considered are the counterintelligence teams and the guerrilla forces operating in South Korea long before the war started. North Korea had an effective blue print for victory but lacked a clear understanding of the long-term logistical requirements needed to sustain a modern military combined arms team. A lack of communication equipment would also be a hindrance later in the campaign. Attack and unify the country, defeat is not an option nor a possibility. North Korea would experience rapid victory and then a shattering defeat requiring the rebuilding of the army. This conflict would be the first in war when Western forces would face Soviet tanks and equipment and the Communist method of warfare.

This is the official *Bolt Action Korea* army list for the forces of North Korea.

Players can pick an army in either of two ways:

Use the Reinforced Platoon list from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.

Instead of using the generic Reinforced Platoon list, use any one of the Period Selectors [here](#) in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Period Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. For example, an armoured drive into Seoul during the early phase of the war, an attempt to bridge the Naktong river during the siege of the Pusan perimeter, or a defence of

Pyongyang when the UN forces counterattacked. We imagine the players will, on the whole, prefer to fight battles within a specific historical context, in this case simply use the appropriate Theatre Selector to choose your army.



North Korean KPA by Mike Chappell © Osprey Publishing. Taken from *Men at Arms 174: The Korean War 1950–53*

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

Plus:

0–3 Infantry squads

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (Artillery only)

0–1 Machine gun team

0–1 Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank team

0–1 Bazooka team

0–1 Field Artillery, Anti-aircraft or Anti-tank gun

0–1 Armoured Car

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery

0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon.

Note the generic Reinforced Platoon does not include provision for a commissar. This is because the commissar is a uniquely Communist officer while the generic Reinforced Platoon is the common selector for all North Korean armies. Hastily assembled forces may not have had a commissar. If a commissar is required, he can be included in the generic Reinforced Platoon under the 'Captain or Major' slot. So, 0–1 Captain, Major or Commissar can be included in a generic North Korean Reinforced Platoon.



Death to the capitalists! North Korean forces sweep down from the hills

NORTH KOREAN SPECIAL RULES

At All Costs

Throughout the war or the Fatherland Liberation War as the North Korean forces called the Korean War, its citizens endured a cost of casualties unimaginable in the West and would undoubtedly have broken a people less inured to hardship, sacrifice, and dedication to a cause. Whenever a unit of infantry or artillery models fails a morale check and would otherwise be destroyed as a consequence, take the test again and apply this second result. This re-roll applies to all infantry and artillery units, including HQ units, facing this situation. Note this rule only applies to infantry and artillery, and not to tanks or other vehicles.

CONSCRIPT LEVY

‘If you have more men than they have bullets, they will eventually run out of ammunition.’

To represent the dedication to uniting Korea and the vast manpower available

within North Korea, the force may include a free ten-man strong Conscript Rifle Squad of Inexperienced infantry equipped with all the options available to them. This free squad is in addition to units chosen from whatever Selector is used and does not count against the force selection. See the [Conscript Rifle Squad](#) entry.

NOT ONE STEP BACK!

North Korean armies can include commissars as noted in the relevant selectors. Commissars are political officers and do not confer a Morale bonus to nearby troops. If soldiers show signs of disobeying orders the commissars will not hesitate to shoot them. When a friendly infantry unit fails an Order test within 6" of a commissar, remove one model from the unit and re-roll the dice. Note there is no choice in the matter – if the commissar is within 6" of the unit he will shoot dissenters whether you want him to or not! The second result stands as normal – the commissar can only make a single re-roll for each unit affected. This rule does not apply to units other than infantry, and does not apply to infantry units already reduced to one or two models, or consisting of only one or two models to start with (in the case of some teams for example).

FLAG

One man (excluding the officer in any officer team) can replace all of his weapons with a flag and pistol for +25pts, gaining the Rally to the Colours special rule.

- **Rally to the Colours:** All friendly infantry and artillery units within 12" of the flag-bearing model can re-roll (once) failed Order tests when ordered to *Rally*. In addition, if the *Rally* Order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a *Down* or *Ambush* order die on it, the flag is kept hidden and has no effect.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters Infantry squads units and teams
2 Artillery	Field Anti-artillery tank guns

3 Vehicles	Tanks Tank destroyers Self-propelled artillery Anti-aircraft vehicles Armoured cars Transports and tows
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INFANTRY

HEADQUARTERS UNITS

Each platoon is built upon a core and includes a headquarters unit in the form of a Senior or Junior Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

Like the soldiers they commanded, many North Korean officers were inexperienced and lacked training at the beginning of the war. However, there were a solid corps of officers who had served with the Chinese Communist forces during the Chinese Civil war and possessed combat experience. The constant ebb and flow of the mobile war created challenges for the supreme headquarters because they were forced to move, eventually settling in Manchuria to orchestrate the war. A great reliance was placed on forward planning, timetables, and pre-set objectives to overcome shortcomings. An officer unit consists of the officer himself and can include up to two other men acting as his immediate attendants. North Korean officers can be rated as Inexperienced, Regular, or Veteran.

Cost	- Second (Junior) Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First (Senior) Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	One officer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

COMMISSAR

Because the KPA copied the Soviet Military template and followed the

Communist Manifesto we have included the *Politrुक* – a political commissar. Politruks were Communist Party members charged with educating the troops and monitoring their officers for signs of counter-revolutionary ideology. They were placed within the command structure in every unit down to company level and reported to Revolutionary Military Councils (RVS) who were established at Army level. While Politruks tirelessly rooted out shirkers, defeatists, and cowards, many innocent men were also executed out of hand, or sent to punishment battalions thanks to their efforts. A commissar unit consists of the commissar himself and can include up to two other (politically reliable) men. Commissars are rated as Inexperienced.

Cost	15pts (Inexperienced)
Team	One commissar and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The commissar may be accompanied by up to two men at a cost of +7pts per man
Special Rules	- Not one step back!



KPA Headquarters Team

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure lightly wounded soldiers are returned to fighting fitness as rapidly as possible.

Cost	25pts (Regular), 30pts (Veteran)
Team	One medic and up to two further men
Weapons	Pistol or none, as depicted on the model
Options	- The medic may be accompanied by up to two men at a cost of +7pts (Inexperienced) or +10pts (Regular) or +13pts (Veteran) each

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery and rocket batteries. KPA artillery deployment was crude but highly effective and left a lasting impression on the soldiers. The combined actions of the UN Air Forces completely destroyed the KPA Air Force by 20 July 1950 so a KPA FO is limited to controlling artillery only. Forward observers are likely to be accompanied by a field telephone or radio operator and other immediate attendants. We rate these officers as Regular or Veteran.

Cost	Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Team	One Forward Observer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)



KPA reinforcements head to the frontlines

INFANTRY SQUADS AND TEAMS

The KPA was vast – 150,000 to 200,000 personnel divided into ten Infantry Divisions, one Tank Division, and one Air Force Division at the start of the war. The KPA foot soldier has long been celebrated for his ability to endure the worst the enemy, the harsh Korean climate, and his own superiors can throw at him. As in all armies there were elite fighting formations as well as scratch units trained in only the most basic way, but because of the sheer size of the KPA the latter always tended to outnumber the former. Still, the KPA was not the disorganized and poorly led force the UN forces thought they would face in battle.

CONSCRIPT RIFLE SQUAD

From the short victorious days after capturing Seoul the KPA needed to add replacements to the ranks in many positions. The need became more severe during the assault on the Pusan Defensive Line and later during the withdrawal

north to the Yalu River. Many historical records indicate the number of young Korean boys and men who ‘volunteered’ to serve the Communist cause for freedom. In truth some of these men may have wanted to fight for the North, many had no choice in the matter and joined the North Korean Army to stay alive.

Cost	35pts (Inexperienced)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles at +7pts each - The entire squad may have anti-tank grenades for +2pts per model - May be given the Shirkers special rule for a reduction of -3pts per man.
Special Rules	- Green - Tank Hunters (if anti-tank grenades taken) - Shirkers (if option is taken)

INEXPERIENCED RIFLE SQUADS

Roughly half the infantry force prepared on the eve of the Invasion were training right up to the day of the actual June 1950 invasion (e.g. the KPA 10th Infantry Division). Following the wave of success, these Soldiers completed their training and promptly moved into combat. During the months of July and August 1950 they were able to gain a modest measure of experience before the US and UN forces began a steady build-up in Pusan and started to push back.

Cost	35pts (Inexperienced)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles at +7pts each - The NCO may have a submachine gun instead of a rifle for +3pts - One additional man may have a submachine gun for +3pts - One man may have an LMG for +20pts. Another man becomes the loader. - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank Hunters (if anti-tank grenades taken)

TOP SECRET

NORTH KOREAN COMMANDER – GENERAL CHOI YUNG KUN

General Choi got his training leading guerrilla units against the Japanese during World War II. He was instrumental in forming the Korean Democratic Party (KDP) when North Korea was formed. In

1948 he was appointed the Supreme Commander of the Korean People's Army (KPA). He held this title until he was made the Minister of Defense after the Korean Armistice Agreement was signed in July 1953. It was understood he was known for being hard to have a close relationship with but in reality, it was said he was not that strict a person.

REGULAR RIFLE SQUADS

The standard Rifle Squad in the North Korean Army, the KPA, is a well-trained and well-disciplined team prepared for the many hardships anticipated in the struggle to come. Families have been separated by the 38th Parallel and the KPA rifleman is going to do his duty to unite the nation in order to unite families, lucky for all of them this will be under the Flag of the Great Leader and Communism!

Cost	50pts (Regular)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles at +7pts each - The NCO may have a submachine gun instead of a rifle for +3pts - One additional man may have a submachine gun for +3pts - One man may have an LMG for +20pts. Another man becomes the loader. - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank Hunters (if anti-tank grenades taken)

VETERAN SQUADS

Such was the intensity of the fighting in the Chinese Civil War and from lessons learned fighting against the Japanese soldiers during WWII the KPA soldier could be considered a veteran after his first battle. If the KPA army was not on the whole an elite fighting force, it certainly included its fair share of battle-hardened veterans. It was not uncommon for squads of hand-picked, decorated men to be assigned to particularly important objectives or critical areas where their greater experience would have the most impact. The famous 766th Independent Infantry Regiment is a great example of this. The KPA soldiers took great pride in being recognized for their bravery. The veteran squad represented here might be used for either veteran Guards or ordinary infantry formations depending on the needs of the KPA on the battlefield.

Cost	65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men at +13pts each - The NCO may have a submachine gun instead of a rifle for +3pts - Any man may have a submachine gun instead of a rifle for +3pts each - One man may have an LMG for +20pts – another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - Any veteran squads can be Tough Fighters for +1pt per man
Special Rules	- Tank Hunters (if anti-tank grenades taken) - Tough Fighters (if option is taken)



KPA Light Machine Gun Squad

LIGHT MACHINE GUN SQUAD

At the opening of the war the basic KPA infantry squad consisted of ten men led by a sergeant and a junior sergeant – the KPA equivalent of a corporal. Each squad included a light machine gun and one of the ordinary squad members would act as its loader – this would usually be the DP (*Degtyaryov Pekhotny*) machine gun, nicknamed the ‘record player’ for its distinctive round pan magazine. Another version of this weapon would be the tank rider style firing a 60-round drum of ammo and having a heavier barrel. The rest of the unit carried either bolt action or semi-automatic rifles and all would carry grenades.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles at +7pts each (Inexperienced) or +10pts each (Regular) or +13pts each (Veteran) - The NCO may have a submachine gun instead of a rifle for +3pts - Up to two men may have an LMG for +20pts each – for each LMG included

	another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank Hunters (if anti-tank grenades taken)



KPA Submachine Squad

SUBMACHINE GUN SQUAD

Experiences in WWII convinced the Soviets of the value of submachine guns and led to the adoption of the excellent Shpagin PPSH design with its distinctive drum magazine. The PPSH suited the Red Army soldier perfectly as it was cheap, robust and easy to use. The PPSH and the later PPS 1943 model proved extremely popular. Because of these lessons, dedicated submachine gun armed companies were formed in the KPA at regimental level and deployed for shock assaults, trench, and street fighting. The primary purpose of the submachine gun company was to serve as the recon company for the infantry regiment. These soldiers, each armed with the PPSH 41, were highly motivated and eventually may be considered elite on some level. These nine-man squads typically broke off into three 3-man teams to perform their duties until they needed to bring a volume of fire to bear on the enemy.

Cost	65pts (Regular) or 80pts (Veteran)
Team	One NCO and four men
Weapons	Submachine guns
Options	- Add up to four men with SMGs at +13pts each (Regular) or +16pts each (Veteran) - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Fieldcraft: this unit counts rough terrain as open for movement purposes in Turn 1 of the game. - Tank Hunters (if anti-tank grenades taken)

ASSAULT ENGINEER SQUAD

Shortages meant KPA formations were sparsely served when it came to transport and rear-echelon support. Pioneer detachments were a notable exception. Their expertise was too essential to do without: bridge-building, demolitions, fortification construction, and minefield placement and clearance. These all required skills the conscripted masses did not have. Assault engineers were specialists tasked with liquidating enemy strongpoints during an advance and clearing obstacles to allow tank units to breakthrough.

Cost	65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men at +13pts each - The NCO may have a submachine gun instead of a rifle for +3pts each - One man may have an LMG for +20pts. Another man becomes the loader - One man can have a flamethrower instead of a rifle for +20pts. Another man becomes the assistant - Up to three men can have light demolition charges for +3pts per man or heavy charges for +5pts per man - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken) - Demolition Charges: The demolition charge must start the turn adjacent to the target and must be given a Fire order to detonate it. These charges are a one time use weapon. Light demolition charges kills crews on a 5+ die roll and destroys the fortification on a die roll of a 6. Heavy demolition charges kills crews on a 3+ die roll and destroys the fortification on a die roll of a 5.

MOTORCYCLE SQUAD

Much like the German *Kradschützen*, formations of KPA motorcycle troops were allocated to mechanised units to serve as fast reconnaissance units roving ahead of the armoured columns and to seize key objectives like bridges and road junctions. KPA motorcycle troops rode the IMZ-Ural M-72 – a direct copy of the BMW R-71 – a sturdy vehicle and more than a match for the rugged Korean landscape. As with cavalry the motorcycle troops were expected to use their mounts as transport to the battlefield and then dismount to fight on foot. There were reports of formations listed as the 17th Motorcycle Regiment, the 83rd Motorcycle Regiment, and the 303rd Motorcycle Recon Battalion. These motorcycle units combined with the BA-64s to create recon units for the 105th

Armoured Brigade. They also combined with motorized infantry units to create mobile strike formations during the assault on Pusan and the Chinese First Offensive.

Cost	50pts (Regular), 65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles at +10pts each - Any men may have a submachine gun instead of a rifle for +3pts each - One man may have an LMG for +20pts. Another man becomes the loader - The entire squad may be mounted upon motorcycles and motorcycles with sidecars for +5pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Motorbikes: A mounted squad uses the motorbikes rules (see <i>Bolt Action</i> rulebook page 71)

GUERRILLA CELL

The Communists operated small guerrilla cells behind United Nations lines. Occasionally the smaller cells would combine to create a larger force organized for a more complex attack. In November 1950 the 8th Army estimated nearly 20,000 KPA Guerrillas were operating behind the front. These highly mobile and motivated forces used local knowledge to strike hard and fast at targets before melting back into the countryside. Guerrilla cells wore civilian clothing and were armed with a variety of small arms from US, British, Chinese, and North Korean sources.

Cost	27pts (Inexperienced), 36pts (Regular), 45pts (Veteran)
Team	One Cell Leader and two men
Weapons	Rifles
Options	- Any man may replace their rifle with a pistol for -3pts each - Any man may replace their rifle with a submachine gun for +3pts each - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Superior Fieldcraft: Guerrillas made good use of terrain to spring surprise attacks. During set-up, any guerrilla cell using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all guerrilla cells treat all Rough Ground and Obstacles as Open Ground for the purposes of movement. - Forward Position: A guerrilla cell count as Observers/Snipers for Set-Up purposes (see page 118 of the <i>Bolt Action</i> rulebook)

- Infiltration: When Outflanking, as described on page 119 of the *Bolt Action* rulebook, a guerrilla cells ignore the -1 modifier to the order test for coming onto the table.



Surprise! US and North Korean troops stumble upon each other

MEDIUM MACHINE GUN TEAM

The KPA used the venerable Maxim Model 1910 as its medium machine gun throughout the war, the very same weapon to have served the Tsarist army in World War I. It was a capable weapon and could be tripod- or sledge-mounted or be on the two wheeled Sokolov mount and was often given a useful shield to help preserve the crew. The Maxim had a standard rate of fire of approximately 125 rounds a minute. Another MMG available was the M1943 Goryunov, a 7.62mm belt fed weapon designed to replace the Maxim. A pair of differences being the mount it was on and the potential range the rounds could travel. In Korea this could assist the KPA as long as they understood the proper use of machine guns during mobile warfare.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One MMG
Options	- The machine gun can have a gun shield for +5pts
Special Rules	- Team weapon - Fixed - Gun shield (if fitted)



KPA MMG team

DSHK HEAVY MACHINE GUN TEAM

The DShK 12.7mm belt-fed heavy machine gun was the standard KPA heavy machine gun of the Korean conflict, comparable to the US .50-cal Browning. It was used on wheeled mountings like the Maxim and could quickly be placed on a tall tripod for anti-aircraft defence. Truck-mounted and multiple versions were also employed in this role.

Cost	49pts (Inexperienced), 70pts (Regular), 91 pts (Veteran)
Team	Four men
Weapons	One HMG
Options	- The machine gun can have a gun shield for +5pts - The machine gun can have a pintle-mount tripod for +5pts
Special Rules	- Team weapon - Fixed - Flak (if pintle-mounted) - Gun shield (if fitted)

SNIPER TEAM

The KPA made use of sharpshooter experience gained from their years of

experience fighting the IJA occupation forces and fighting alongside their communist allies in China during the Civil War. The Soviet advisers brought their knowledge and organizational skills of sniper training to the KPA during the formative years of 1945–49. The sniper teams of the KPA would break off from their units and target UN forces during advances to capture Pusan. Later, during the retreat north, sniper teams would be incredibly effective in the villages and particularly the rugged brutal terrain of the mountains slowing the advance of the UN forces. Snipers employed a variety of Soviet and Chinese made weapons during the war. Their overall goal was to slow the enemy and cause casualties and confusion in the formations. Unlike their Soviet brethren, the KPA did not show lavish attention to their snipers, few lived long enough to receive any.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	- Team weapon - Sniper

ANTI-TANK TEAM

While the anti-tank rifle soon fell out of favour in other armies, the KPA used them and received their training from the Soviet advisors attached to their units. The PTRD 14.5 mm was a single shot weapon effective to nearly 500 yards, penetrating approximately 1.5 inches of armour. The PTRS 14.5 mm was slightly better, featuring a five-round magazine. In the later part of the war antitank rifles were more often used against lighter targets such as armoured cars, half-tracks, trucks, and entrenched positions. In the North Korean Army an ATR Squad was led by an NCO and consisted of three anti-tank rifles with a gunner and loader for each.

Cost	21 pts (Inexperienced), 30pts (Regular), 39 pts (Veteran)
Team	Two men
Weapons	1 Anti-tank rifle
Special Rules	- Team weapon

BAZOOKA TEAM

The forces of the KPA obtained a small number of bazookas left over from the Chinese Nationalist armies during the fighting of the Chinese Civil War. North Korean units fighting alongside their communist brethren were later supplied with these weapons when creating their armed forces. Already knowledgeable in the use of the weapon system, the KPA picked up many more during the collapse of the ROK Army during the initial shock of the defeating the capitalist attack. Weeks later, the first US Army formations attempted to engage the T-34/85 tanks with the 2.36" bazooka only to discover how ineffective the ammunition was against the armour of this mighty beast. The forces of the attacking KPA would continue to loot items such as the bazooka and put these to use since they already had prior experience using them. Eventually they would also obtain the more potent M20 Super Bazooka and make effective use of this anti-tank device as well.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	Two men
Weapons	One Bazooka
Options	- May upgrade their Bazooka to a M20 Bazooka (Penetration value of +6) for +20pts
Special Rules	- Team weapon - Shaped Charge

FLAMETHROWER TEAM

The KPA made great use of flamethrowers including FOG-1 static types dug in to cover bunkers and trenches. Due to shortcomings in developing other credible antitank weapons, doctrine placed strong emphasis on using flamethrowers as anti-tank as well as anti-infantry weapons. By far the most common KPA flamethrowers were the man-packed ROKS types. The ROKS-2 was designed with a fuel tank looking like an ordinary backpack and a nozzle resembling a rifle, so as not to attract unwelcome attention on the battlefield.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	One Infantry flamethrower

Options	- Make flamethrower ROKS-2 for +5pts
Special Rules	- Flamethrower - Team weapon - ROKS-2: If this option is chosen then the flamethrower armed man cannot be chosen as an 'exceptional damage' result. The flamethrower operator is indistinguishable from an ordinary rifleman.

LIGHT MORTAR TEAM

The standard light mortar used by KPA is the same the Soviet infantry operated during World War II; the 50mm Infantry Mortar Model 1940 (50-PM 40), a cheaper version of the earlier Model 1938. The 50mm was deemed a 'company' mortar as opposed to the heavier 82mm battalion and 120mm regimental mortars. The allocation of 50mm mortars was initially to individual teams at platoon level, but later they were more often concentrated together at company level for use en masse. The weapon was easily man-portable and could lay down high explosive or smoke bombs at a range of over 800 yards.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	Two men
Weapons	One Light mortar
Special Rules	- Team weapon - Indirect fire

MEDIUM MORTAR TEAM

The standard KPA medium mortar of the war was the 82-PM-41 or 82mm battalion mortar Model 1941. This served alongside the otherwise similar 82mm Model 1937. Both were very effective and accurate weapons with a range of about 3,000 yards. 82mm mortars were regarded as artillery rather than infantry weapons by the KPA and were usually massed together in batteries for battalion-level support. Good crews can manage 18–20 rounds per minute. The Chinese Army also made a copy of this highly successful weapon during the war.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One Medium mortar
Options	- May add Spotter for +10 points

Special Rules	- Team weapon - Fixed - Indirect fire
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HEAVY MORTAR TEAM

The KPA used the 120mm mortar which had a range of about 6,000 yards. Although even heavier mortars were produced, these were breech-loading Soviet model weapons with carriages and required towing vehicles to move, making them true artillery pieces. The Soviet strategy, shared with the KPA, showed these weapons used in a manner similar to the US 105mm howitzers. This very effective mortar could be broken down into three parts and transported by pack animal, making it highly mobile.

Cost	46 pts (Inexperienced), 65 pts (Regular), 84 pts (Veteran)
Team	Four men
Weapons	One Heavy mortar
Options	- May add Spotter for +10 points
Special Rules	- Team weapon - Fixed - Indirect fire



North Korean KPA Medium Mortar

ARTILLERY

FIELD ARTILLERY

The NKPA, like its Soviet trainers, deployed artillery in vast numbers and a bewildering variety of sizes, from light infantry guns to huge divisional artillery pieces. What follows is a representation of this arsenal many countries call the ‘God of War’.

LIGHT HOWITZER

The KPA used a number of different light artillery guns of the same 76.2mm (3-inch) calibre as their Soviet counterparts. The following entry is suitable for the old Tsarist Model 1927/39 regimental gun and its variants and 76.2mm ZiS-3 divisional guns without access to armour-piercing ammunition. These light guns were typically moved with a horse drawn limber. The ZiS-3 was used both as a howitzer and against enemy tanks to such good effect we have included it in the *Bolt Action* game as an anti-tank gun, though with the ability to operate as a light howitzer.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Three men
Weapons	One Light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer



North Korean soldiers load their Soviet-supplied Katyusha rocket launcher

76.2MM DIVISIONAL GUN, M1902/30 (SOVIET)

The 76.2mm divisional gun, M1902/30, exists in two lengths which are, to all intents and purposes, ballistically identical. This weapon has a modified box trail. In spite of the obvious antiquity of this weapon, it is capable of adequate ranges, once employed. Several of these antique guns were employed during the Korean war. Having a range of nearly 15,000 yards and firing 8 rounds a minute these old guns were still a formidable weapon.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Three men
Weapons	One Light howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

MEDIUM HOWITZER

The NKPA medium artillery consisted of 122mm artillery pieces together with a few older 107mm guns. The 122mm A19 gun was a robust, successful design and was later developed into the D-25S for self-propelled guns and the D-25T for the IS-2 heavy tank. Although the A19 was too slow-firing and cumbersome to make an effective antitank gun, it was certainly capable of destroying heavy UN tanks. The 122mm was employed in the North Korean Infantry Divisions in the same manner as the 155mm howitzers of a US Division.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Four men
Weapons	One Medium howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

HEAVY HOWITZER

The D1 152mm ML-20 gun-howitzer was the main heavy gun used by the KPA. This was a very capable, long-ranged weapon typically deployed well behind the fighting zone – having a range of more than seven miles. This category includes the MT-13 160mm breech-loading mortar and is also suitable for the 203mm B-4 Howitzer Model 1931, the 152mm BR-2 gun Model 1935, and the 280mm BR-5 Mortar Model 1939 with their common tracked carriages.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team	Five men
Weapons	One Heavy howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer (replaced with Indirect Fire, if the weapon is a mortar)

ANTI-AIRCRAFT GUNS

The KPA air defence was a rare beast and was mostly made up of the same anti-aircraft weapons the Red Army used during the Second World War. They were well designed for WWII, but not prepared for the new jet age and faster moving aircraft.

37MM 61-K MODEL 1939

The 37mm 61-K Model M1939 was heavily influenced by the Bofors design and became the most common divisional anti-aircraft weapon during the war. An automatic weapon mounted on a four-wheel carriage featuring a pedestal mount. The mount can remain on the wheel base or the wheels can be lifted off the ground to stabilize the gun. The M1939 was used against ground troops and light skinned vehicles more than jet aircraft.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team	Four men
Weapons	One Heavy automatic cannon
Special Rules	- Team weapon - Gun Shield - Fixed - Flak

85MM ANTI-AIRCRAFT GUN, M1939 (SOVIET)

The 85mm anti-aircraft gun, M1939, uses the same carriage as the 76mm AA gun M1938. A multi-barrel muzzle brake is provided. The piece is manually operated and uses the match pointer system for anti-aircraft tracking. The same AA director, the FUAZO-3, is used for both pieces. Reaching nearly 34,000 feet with 12–15 rounds per minute provided a better opportunity for the KPA to bring down slower moving UN aircraft.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Four men
Weapons	One Heavy anti-tank gun
Options	- The gun can have a gun shield for +5pts
	- Team weapon

Special Rules	- Gun Shield (if fitted) - Fixed - Flak
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KPA machine gun teams support the assault

ANTI-TANK GUNS

At the beginning of the war the KPA used the same AT guns left over from the Red Army – the 45mm Model 1937 and the more effective ZiS-2 57mm anti-tank gun.

45MM ANTI-TANK GUN, M1937

The 1937 model 45mm anti-tank gun was a relatively effective weapon considering the basic design came from the German PaK 36 of World War II which was then copied by the Soviet Army. The weapon system saw a redesign modification to fit a 45mm breech. The gun was light weight and of good use to the soldiers but had little stopping power versus armour.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Two men
Weapons	One light anti-tank gun
Options	- The gun can have a gun shield for +5pts
Special Rules	- Gun shield (if fitted) - Team weapon - Fixed

45MM ANTI-TANK GUN, M1942 (SOVIET)

The 45mm anti-tank gun, M1942, was designed to provide a weapon with greater penetrative power than the 45mm anti-tank gun, M1937. However, like the M1937 it was outdated for the combat against modern armour. The light-weight gun is mounted on the modified carriage of the M1937 anti-tank gun. Recognition is not difficult due to the fact that the M1942 has a slender whip-like tube that is three inches longer than the tube of the M1937. Lightweight and valuable to the KPA infantry for reducing fortifications or any form of pillbox.

Cost	46pts (Inexperienced), 58pts (Regular), 70pts (Veteran)
Team	Two men
Weapons	One light anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed - Improved ballistics: At short range an M-42 anti-tank gun adds +1 to its Penetration value

ZIS-2 ANTI-TANK GUN

The 57mm ZiS-2 was a rapid-firing semi-automatic gun and could shoot up to 25 rounds a minute. This weapon was used by the KPA to give the troops more hitting power against the UN aggressors.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Three men
Weapons	One medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

ZIS-3 DIVISIONAL GUN

The ZiS-3 was a truly multi-purpose weapon and was used as artillery and as an anti-tank gun by the KPA. Mounted on a similar carriage as the M1942 76mm Divisional gun, the ZiS-3 clearly has a shorter tube for close in fighting and anti-tank support. In *Bolt Action* we count the ZiS-3 as both an anti-tank gun and a

howitzer to reflect its remarkable versatility.

Cost	54pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Team	Four men
Weapons	One medium anti-tank gun and light howitzer
Special Rules	- Gun shield - Team weapon - Fixed - Versatile: The ZiS-3 Can also fire as a light howitzer

85MM MODEL 1939

The 85mm Model 1939 was an anti-aircraft weapon intended for high- to medium-altitude air defence and saw some limited frontline service. Like the Red Army the KPA seldom used its AA guns for anti-tank work, possibly due to their relative scarcity. The 85mm Model 1939 was subsequently developed into the successful D5-T and ZiS-53 tank guns used on the SU-85 and T34-85.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Four men
Weapons	One Heavy anti-tank gun
Options	- The gun can have a gun shield for +5pts
Special Rules	- Team weapon - Fixed - Gun Shield (if fitted)

A-19 FIELD GUN

The A-19 122mm field gun was less than ideal as an anti-tank weapon due to its size, slow traverse and rate of fire. As was found with the later 122mm armed IS-2 heavy tank, the shells had too low a velocity to have great penetrating power, but their sheer size and weight still inflicted catastrophic damage on whatever they hit. As with the ZiS-3 divisional gun, we treat the A-19 field gun as both an anti-tank gun and a howitzer to reflect its remarkable versatility.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Team	Four men
Weapons	One Heavy anti-tank gun and medium howitzer

Options	- The gun can have a gun shield for +5pts
Special Rules	- Gun shield - Team weapon - Fixed - Versatile: The A-19 can also fire as a medium howitzer - Less than ideal: When firing as an anti-tank gun the A-19 always receives the -1 to hit modifier as if it were firing at long range, and it never receives the +1 modifier for firing at point-blank range

BS-3 ANTI-TANK GUN

The model 1944 BS-3 100mm gun was a development of a naval anti-aircraft gun, used primarily as an anti-tank weapon. Although it could serve as a field gun, its smaller shell made it less effective in this role than the 122mm A-19 howitzer. The BS-3 equipped light artillery brigades within tank armies along with the ubiquitous ZiS-3 field gun.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Five men
Weapons	One Heavy anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

VEHICLES

TANKS

The KPA benefited from the Soviets having the largest number of tanks in the world after WWII – 23,106 all told, more than all the other combatant nations combined. The tank of choice of the KPA and the one encountered the most was the venerable T-34/85.

T-34/85 MEDIUM TANK

The T-34/85 was created to regain parity by mating an 85mm gun turret developed for the T-44 and KV-85 onto a T-34 hull with a widened turret ring. The T-34/85 was the ultimate version of the T-34 tank. The larger turret was big enough to accommodate a third crewman, so the commander no longer had to also act as the tank's gunner, greatly improving combat effectiveness. During the early months of the Korean war the T-34/85 was the king of the battlefield until effective US tanks arrived in the forms of the M-26 Pershing and the M4 Sherman 'Easy Eight'.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (Medium Tank)

SELF PROPELLED ARTILLERY

SU-76

The SU-76 was based on the lengthened chassis of the T-70 light tank and featured a dual-purpose 76.2mm ZiS-3 field gun in an open superstructure. It was used as an assault gun, to provide ranged support (at maximum elevation it could fire up to 17km), and also against enemy tanks – a highly versatile all-round vehicle.

Cost	92 pts (Inexperienced), 115 pts (Regular), 138 pts (Veteran)
Weapons	One forward-facing light howitzer
Damage Value	8+ (Light Tank)
Options	- Versatile: The SU-76 can be equipped with armour piercing ammunition, allowing it to fire its light howitzer as a medium anti-tank gun for +10pts
Special Rules	- Open-topped

KATYUSHA

The multiple rocket launcher mounted onto a truck is one of the most distinctively Soviet weapons of the Great Patriotic War, so of course the USSR passed this weapon on to its KPA comrades. A Katyusha barrage delivered a devastating and highly demoralizing amount of firepower very quickly in a saturation bombardment. It was, however, inaccurate and reloading times were longer than for conventional guns. As a result, Katyushas were generally used to supplement, instead of replace, normal guns, often being employed to open an attack. There were several different types mounting various numbers of rockets – anywhere from 14 to 48 – with those carrying the most rockets requiring considerably longer to reload. All Katyushas were used for long ranged bombardment and most were truck-mounted – their mobility enabling them to disperse quickly after firing to escape the effects of enemy counter-battery fire.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One forward-facing Katyusha multiple rocket launcher (heavy mortar)
Damage Value	6+ (Soft-skin)
Special Rules	- Multiple launcher



KPA Katyusha

ARMoured CARS

As with all combatant nations, the KPA included armoured cars “gifted” from the USSR for scouting and sometimes as light support for infantry – notably during street fighting where their small size and manoeuvrability made them especially useful.

BA-64

The BA-64 was built on the GAZ-64 Jeep chassis and its angular armour layout was clearly influenced by the German Sd Kfz 222. Its chief drawback was its sole armament of a single light machine gun in an open turret. The later BA-64B was based on the wider wheel-base GAZ-67 and featured an enclosed turret. On both versions the DT machinegun could fire at a high enough elevation angle to engage enemy aircraft.

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons	One turreted LMG with 360-degree arc
Damage Value	7+ (Armoured Car)
Options	- BA-64B: Remove Open-topped for +5pts - BA-64DShK: Remove Open-topped and upgrade turreted LMG to HMG for

	+20pts
Special Rules	- Recce - Open-topped - Flak



BA-64 Armoured Car

BTR-40A

The BTR-40A was the first modification for the BTR. Designated as a mobile anti-aircraft vehicle the BTR-40A could also be used against soft skinned vehicles and troops if the weapons could be depressed enough or if the BTR-40A could be angled well enough in the proper terrain. The twin 14.5mm KPVT heavy machine guns could deliver a devastating barrage of firepower. The turret was operated by a single gunner and rotated manually. Though available to the North Korean army it is unknown how many of these saw action in the first year of the war.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	Two turret-mounted HMGs
Damage Value	7+ (Armoured Car)
Special Rules	- Recce - Open-topped - Flak

TRANSPORTS AND TOWS

The KPA used numerous designs of trucks of all sizes passed on to them from the USSR. They ranged from the GAZ staff car and 1 and a half tonners to larger ZiS 2 and a half and 3 tonners, and as well as heavy cargo trucks such as

the YaG 5 and 8 tonners. In fact, a few of the trucks and other soft-skins supplied by the Western Allies during WWII found their way into the KPA motor pools. The rugged American trucks were used in all kinds of roles including as tows. The British Bedford 3-tonner, as well as the Universal or 'Bren' carriers were used for reconnaissance, as artillery tows, and machine gun carriers. Players wishing to employ these can use the same details as given in the British list.

GAZ 'JEEP'

The GAZ 67 Command car was inspired by the US-built jeep, and bears a superficial resemblance. The KPA used these jeeps everywhere they went on the Korean Peninsula.

Cost	17 pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons	none
Damage Value	6+ (Soft-skin)
Transport	3 men
Tow	Light anti-tank gun; light anti-aircraft gun
Options	- May have a pintle-mounted MMG for +15pts - May upgrade the MMG to a HMG for +10pts

BTR-40

The early model, Soviet designed, troop carrier saw limited action in the war with the KPA primarily as a prime mover for anti-tank guns and heavier anti-aircraft guns. The North Koreans did make an effort to deploy infantry battalions in a motorized fashion and quickly learned the art of logistical warfare. Having modern equipment such as a BTR-40 was wonderful, having fuel and spare parts for repairs was another matter. The BTR-40 had a crew of two and could carry eight Soldiers.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	None
Damage Value	7+ (Armoured Car)
Transport	8 men
	- Add one forward facing pintle-mounted MMG for +15pts

Options	- Add one pintle-mounted MMG covering the right arc for +15pts - Add one pintle-mounted MMG covering the left arc for +15pts
Special Rules	- Open-topped

GAZ-51 TRUCK

The GAZ-51 was a prime mover for the KPA Artillery forces as well as the logistical units in the North Korean Army. This truck was a 4-speed manual transmission 4 x 2 2-and-a-half-ton box truck of Soviet design and origin sold to North Korea prior to the war, clearly intended for a military effort.

Cost	31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	none
Damage Value	6+ (Soft-skin)
Transport	12 men
Tow	Light howitzer, light or medium anti-tank gun; light or medium anti-aircraft gun
Options	- May have a pintle-mounted MMG for free, losing all transport capacity - May upgrade the MMG to an HMG for +10pts

YAG-4 TRUCK

This interesting old beast is decades removed from its best days of performance, if any ever were had, in the old Soviet Union. Originally finding life in the mid-1930s, this cab over box truck must have been very difficult to maintain on the battlefield, especially in the depths of a Manchurian winter.

Cost	31 pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	none
Damage Value	6+ (Soft-skin)
Transport	Twelve men
Tow	Light howitzer, light or medium anti-tank gun; light or medium anti-aircraft gun
Options	- May have a pintle-mounted MMG for free, losing all transport capacity - May upgrade the MMG to an HMG for +10pts- May upgrade the MMG to an HMG for +10pts



KPA BTR-40

REPUBLIC OF KOREA



REPUBLIC OF KOREA – ROK ARMY LIST

The South Korean Army (ROK) had its humble beginnings in World War II. The Korean Liberation Army (KLA) was formed in China from a core of approximately 300+ individuals to help repel the Japanese invaders from China and their homeland. After the war these fighters became the nucleus for the ROK. These forces were largely of the Police or constabulary nature until the outbreak of hostilities in June 1950. In the beginning of the Korean conflict the ROK had a burning desire and fierce determination to defend their homeland from invasion but needed to rely heavily upon UN weapons, ammunition, training, and technology. The ROK forces were short on everything just two weeks after the North Koreans crossed the border. The loss of the Han River Bridge cost the ROK Army all of its artillery, most of its remaining anti-tank guns and a huge number of soldiers. Eventually the ROK was able recover from the heavy losses and extreme damage inflicted upon it by the KPA and PVA attacks to become one of the largest armed forces in the area today. It maintains a constant vigil along the 38th Parallel to halt any northern aggression. The ROK is often called upon to assist in humanitarian and disaster relief efforts all over South Korea. Their dedication to their country along the 38th Parallel and everywhere else in the country is to be admired.

This is the official *Bolt Action Korea* army list for the South Korean Army during the Korean War.

Players can pick an army in either of two ways:

Use the Reinforced Platoon list from the *Bolt Action* rulebook in conjunction with the army list in this book. To save referring back to the rulebook, the generic Reinforced Platoon list is repeated below.

Instead of using the generic Reinforced Platoon list, use any one of the Period Selectors [here](#) in conjunction with the army list given in this book

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

Plus:

0–3 Infantry squads

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–1 Mortar team

0–1 Flamethrower team

0–1 Sniper Team

0–1 Anti-tank team

0–1 Field Artillery, Anti-aircraft or Anti-tank gun

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon.

REPUBLIC OF KOREA SPECIAL RULES

TAE GUK GI

The Korean War is a conflict being fought for many reasons by many Nations in one location. World politics, regional politics, social and economic challenges in Korea, post-war depression, and the end of five decades of a harsh Japanese occupation – all of these factors collided to create the implosion of a war never needing to have been fought. In many ways the Korean War was a civil war born from all these factors and the world got involved. There are moments in time on the battlefield when it is just the North confronting the South, father confronting son, brother versus brother, then it is The Brotherhood of War, *Tae Guk Gi*.

To reflect this sentiment, if the enemy force includes any KPA units, all infantry and artillery units in this list have the Fanatic special rule.

CONSCRIPTION

To represent the forced conscription that was necessary to stem the tide of the invaders, the force may include a free twelve-man strong Conscript squad, equipped with all the options available to them. This free squad is in addition to units chosen from whatever Selector is used and does not count against the force

selection. See the [Conscript Squad entry](#).

DEFENSIVE POSTURE

Developed to resist an invasion from the North, the ROK army was best suited for a defensive campaign.

In scenarios with an attacker and a defender, first roll as normal to determine which side is going to be the defender. If the ROK player is not the defender, you must re-roll that dice – the second result stands. Note that in a battle against another ROK army (or an army with an equivalent rule) neither player gets to re-roll.

If the ROK army is the defender (including against ROK attackers), it gets the following advantages:

During the first turn of the game, the enemy cannot order his units to *Run* as they cautiously probe the terrain in front of the ROK line for minefields and make their way across the barbed wire.

The player can re-roll the die on the Artillery Barrage and Smoke Barrage chart – the ROK artillery is already ranged in on no-man's land.

During set-up, any ROK unit starting the game Hidden (as described on page 117 of the *Bolt Action* rulebook) may start the game already in Ambush. If you decide to do so, place one of your Order Dice already in place next to them, as if you had ordered them to Ambush.

After determining table edges, but before either side deploys any unit, roll a D3 – the result is the number of emplacements available to the player. Each emplacement is made of three linear obstacles up to 6" long and 1" tall, representing hard cover like sandbags, a section of low wall or earthwork, which are always placed as shown in the picture below. These are placed by the player so that they are all completely within 12" of his table edge.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters Infantry squads units and teams
2 Artillery	Field Anti-artillery tank guns

3 Vehicles

Tanks
Transports and tows

INFANTRY

The Army of South Korea is first and foremost an infantry force. Large infantry formations form the basic structure of the army. Supporting artillery and tanks would later add to the infantry once enough equipment came into the country through Pusan. The Americans were hesitant to turn over too much equipment because the South Koreans struggled to achieve a level of training and experience to justify the extra equipment; their divisions kept getting decimated. Eventually a few ROK regiments and divisions would find their footing and survive the baptism of continuous fire.

HEADQUARTERS UNITS

Each platoon is centred upon a core to include a Headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

OFFICER

The South Korean officer corps had mixed experience in preparation for warfare. A small number of ROK officers had previously been trained by the Imperial Japanese Army and may have held a commission in the IJA, others had little to no formal training or advanced military academic studies beyond what their American advisors could offer them. Centuries of a hierarchical and caste system also impacted the need to communicate at work with NCOs and enlisted soldiers as a team. The desire to be professional was evident, but the lack of training and resources, along with no practical large-scale training exercises, limited their knowledge. Surviving the initial invasion of June 1950 was their true officer training course, surviving Pusan was their graduation course. We allow a South Korean army to include officers who are Inexperienced, Regular, or Veteran.

- | | |
|--|---|
| | <ul style="list-style-type: none">- 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran),- 1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran), |
|--|---|

Cost	- Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran), - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	One officer and up to two further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)



Republic of Korea Forces by Mike Chappell © Osprey Publishing. Taken from Men at Arms 174: *The Korean War 1950–53*

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff, such as stretcher-bearers, can accompany medics in the field. Medical officers were not always armed, but in practice a pistol was often carried for self-defence. We rate them as Inexperienced, Regular, or Veteran. A medic is not allowed the special rule *Tae Guk Gi*, he is busy trying to save lives, not end them.

Cost	- 16pts (Inexperienced), 23pts (Regular), 30pts (Veteran)
Team	One medic and up to two further men
Weapons	Pistol or none, as depicted on the models
Options	- The medic may be accompanied by up to two men at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

The South Korean Forward Observers had very little artillery to train with, and to actually use, when the war began, approximately 75 low rated 105mm short-barrelled guns. The Forward Observer obtained more experience during the defence of the Pusan perimeter than he had during all previous training time combined. He is likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Inexperienced, Regular, or Veteran – depending on the time frame selected for a force.

Cost	Artillery Forward Observer 70pts (Inexperienced), 100pts (Regular), 115pts (Veteran)
Team	One Forward Observer and up to two further men
Weapons	Pistol or rifle as depicted on the models
Options	- The observer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

At the very beginning of the war, the South Korean infantry soldier was not only woefully unprepared but the war started on a Sunday morning so many were not even at their posts when the invasion occurred. The soldiers had very little

equipment beyond M1 Rifles and little rudimentary training as an individual soldier. Training as squads, platoons, companies, battalions, and larger formation is a system taking several years for a better-established Army such as the United Kingdom or the United States to arrange. South Korea's Army was barely three years in the making when the shooting started. The soldiers of South Korea fought with dedication but often without understanding why they were fighting other than they were being fired on by North Koreans. Several formations truly displayed formidable discipline, ferocity, and steady leadership.

CONSCRIPT SQUAD

Following the collapse of the South Korean Army during the first week of the war forced Conscription was necessary to stop the North Koreans. These soldiers had little military training and were handed rifles to defend the Pusan perimeter. These soldiers proved to be unpredictable in battle: some fought with distinction, while others dropped their weapons and ran at the first sign of the enemy. The movie *Tae guk gi: The Brotherhood of War* (2004) is an excellent portrayal of conscription during the Korean War and of the war itself.

Cost	28pts (Inexperienced)
Team	One NCO and six men
Weapons	Rifles
Options	- Add up to 5 additional men at +4pts each
Special Rules	- Green - Shirkers

INEXPERIENCED INFANTRY SQUAD

All South Korean infantry squads start the war as Inexperienced and will remain so until the defence of the Pusan perimeter. Armed only with M1 rifles these soldiers performed the best they could. During the Battle of Pusan, soldiers either rose to the occasion or fell to the enemy, there was no way out of the situation. Following the Pusan breakout these Soldiers had to now learn the art of manoeuvre warfare, completely different than a static defence so they are still rated Inexperienced.

Cost	42pts (Inexperienced)
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Team	One NCO and five men
Weapons	Rifles
Options	- Add up to six men with rifles for +7pts each - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Green

REGULAR INFANTRY SQUAD

The South Korean infantryman was fully tested in the cauldron of the Pusan perimeter. Until one understands how tenuous the tactical situation was during those weeks the story can never be fully appreciated. There would have been no ‘Dunkirk’ possibility. There were not enough ships to move all the soldiers. General Walker issued the order to “Stand or Die”. It sounds dramatic but in those moments those were the choices. A few leaders began their careers in Pusan as did a few divisions. The ROK 1st Division, the Capital Division (later to be known as the ‘Tiger Division’) and the 6th Division known as the ‘Invincible Unit’ – fighting over 150 battles and never losing a single one. They all were born in the cauldron of Pusan.

Cost	60pts (Regular)
Team	One NCO and five men
Weapons	Rifles
Options	- Add up to six men with rifles for +10pts each - The NCO can have a submachine gun instead of a rifle at a cost of +3pts - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)



An M26 Pershing adds indirect firepower to their artillery

PARTISAN CELL

The South Koreans operated small teams much like the French resistance, forming of well-coordinated partisans throughout the duration of the war. Often using local networks, wearing civilian clothes, and Morse code to communicate with UN forces they were able to arrange complex activities and simple ambush operations. The heroic performance of one of these partisan cells to obtain information prior to the Inchon landing helped to ensure the landing was a success at a cost to several members of the cell.

Cost	27pts (Inexperienced), 36pts (Regular), 45pts (Veteran)
Team	One Cell Leader and two men
Weapons	Rifles
Options	- Any man may replace their rifle with a pistol for -3pts each - Any man may replace their rifle with a submachine gun for +3pts each - One man may have an LMG for +20pts. Another man becomes the loader. - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Fieldcraft: Partisans made good use of terrain to spring surprise attacks. During set-up, any partisan cell using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all partisan cells treat all Rough Ground and Obstacles as Open Ground for the purposes of movement. - Forward Position: A partisan cell count as Observers/Snipers for Set-Up purposes (see page 118 of the <i>Bolt Action</i> rulebook) - Infiltration: When Outflanking, as described on page 119 of the <i>Bolt Action</i> rulebook, a partisan cell ignores the -1 modifier to the Order test for coming onto

the table.

ENGINEER SQUAD

The Engineers of the ROK would showcase an invaluable talent for the UN forces with their knowledge of the terrain of Korea and the construction methods of Korean bridges. The numerous rivers, valleys, and mountains all created natural obstacles. The Chinese added another dimension with their skilled engineers. The South Korean Engineers were fearless, if not at times reckless, but always courageous in the performance of their duty. The ROK Engineers were experts in laying minefields, uncovering minefields, discovering and destroying trench and bunker systems.

Cost	50pts (Regular) or 65pts (Veteran, late-war only)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to six men with rifles for +10pts each (Regular), or +13pts each (Veteran) - The NCO and one man can have submachine guns instead of rifles for +3pts each - One man can have a flamethrower instead of a rifle for +20pts – another man becomes the assistant - Up to three men can have light demolition charges for +3 per man or heavy charges for +5 per man - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Demolition Charge: The demolition charge must start the turn adjacent to the target and must be given a Fire order to detonate it. These charges are a one time use weapon. Light demolition charges kills crews on a 5+ die roll and destroys the fortification on a die roll of a 6. Heavy demolition charges kills crews on a 3+ die roll and destroys the fortification on a die roll of a 5.

FLAMETHROWER TEAM

The South Korean Engineers obtained flamethrowers during the Pusan perimeter defence. They would quickly use them to flush out North Koreans in trench lines and bunkers when they had the chance.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	One infantry flamethrower

Special Rules	- Flamethrower - Team weapon)
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ROK MARINE SQUAD

The South Korean Marine Corps (ROKMC) is modelled on the pattern of the US Marine Corps. They were founded in April 1949 with nearly 400 men and issued obsolete weapons leftover from the Japanese occupation of WWII. Initially they matched up with the USMC in Pusan and then conducted an amphibious assault with the 1st Marine Division at Inchon. The 3rd Battalion ROKMC attacked with the 5th USMC Regiment at Red Beach scaling the sea walls with ladders. The ROK Marines also conducted raids with the 41 Commando.

Cost	50pts (Regular)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five men with rifles for +10pts each - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - The squad can be given anti-tank grenades for +2pts per man - May be given the Tough Fighters special rule for +1pt per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Tough Fighters (if taken)

LIGHT MACHINE GUN TEAM

Elite formations in the South Korean Army were able to obtain this lighter machine gun when enough were available. The ROK Marines wanted this weapon for raids, Recon formations wanted this weapon for defending against a counter-attack, and aggressive commanders wanted this weapon to help them during an attack. This weapon was essentially the same as the M1919A4 model but was lighter in overall weight. It had a removable wooden shoulder stock, and a collapsible bipod on the front end of the barrel, which removed the need for a tripod. A tripod could still be used to make the weapon more accurate in the defence if necessary.

Cost	45pts (Regular), 59pts (Veteran)
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Team	Two men
Weapons	One light machine gun
Special Rules	- Team weapon - Extra selection: you may take up to three light machine guns as one MMG selection in each reinforced platoon

MEDIUM MACHINE GUN TEAM

The Americans equipped the ROK forces with a very large number of these trusty excellent medium machine guns: the Browning M1919A4 .30-cal. This weapon was normally mounted on trucks and armoured vehicles. The older water-cooled M1917 was still available in large numbers but was typically relegated to static units due to its weight.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One medium machine gun
Special Rules	- Team weapon - Fixed

HEAVY MACHINE GUN TEAM

The South Korean Army had fewer of these weapons than they wanted but took all they could acquire, especially in defence. Primarily used with armored vehicles or utilized with prime movers they were still helpful in providing covering firing or plunging fire during an attack. The stopping power of the .50cal is beyond measure to an infantryman.

Cost	49pts (Inexperienced), 70pts (Regular), 91 pts (Veteran)
Team	Four men
Weapons	One heavy machine gun
Special Rules	- Team weapon - Fixed

BAZOOKA TEAM

The American 2.36" Bazooka was issued in large quantities to the South Korean Army with the false hope they would never be needed. They would be enough to

provide antitank support and would buy time before the ROK would actually need tanks. The start of the Korean War demonstrated the 2.36" version of this weapon had already been surpassed by the armor of the T-34/85 tanks of North Korea. Still they were effective for other purposes; the ROK had nearly 1,900 of these weapons and plenty of ammunition.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	Two men
Weapons	One Bazooka
Options	- May upgrade their Bazooka to an M20 Super Bazooka (Penetration value of +6) for +20pts
Special Rules	- Team weapon - Shaped Charge

TOP SECRET

COLONEL PAIK SUN YUP

He commanded the ROK 1st Infantry Division at the age of 29 on the day the conflict started. Throughout the course of the war he would repeatedly demonstrate his leadership and bravery often leading from the front. He told his troops if I turn back shoot me. Colonel Yup would rise to the rank of General and be appointed ROK Army Chief of Staff by July of 1952. January 1953 General Yup was promoted to Full General and would serve the remainder of his career as Chairman of the ROK Joint Chiefs of Staff. General Paik Sun Yup remains a legend to this day in the ROK.

LIGHT MORTAR TEAM (M2 60MM)

Mortars were the most commonly available type of support weapon at the infantry company level. Infantrymen had one 60mm mortar per platoon, in addition a few may have been assigned at company level. Normally they were deployed in a suitable rear position, no further than 100 yards from the observer's field of view in order to 'cover the most dangerous approaches to the platoon or company area'. The South Korean Army made very effective use of the 60mm during the war. The only problem was the weight (19kg) meant a larger team was needed to move it.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	Two men

Weapons	One light mortar
Special Rules	- Team weapon - Indirect fire

MEDIUM MORTAR TEAM (M1)

In the American army the role of medium mortar was fulfilled by the 81mm M1 mortar. The South Koreans also had a substantial number of 81mm mortar tubes on hand. The mortar was the biggest killer of enemy infantrymen throughout the war with a blast radius of 40m (190ft). Compared with artillery shells, which had a tendency to get ‘buried’ on landing, directing a good portion of the explosion into solid ground, mortar bombs fell almost on their nose and released destructive power all around.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One medium mortar
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

HEAVY MORTAR TEAM

The heavy mortar platoons were assigned to heavy mortar companies at the regimental level to best support coordination of battalion mortar missions and supporting artillery missions fired in support of combat operations of the regiment. By consolidating the twelve 107mm tubes of the heavy mortar company the amount of firepower on call provided devastating results to anyone caught in the blast radius.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	Four men
Weapons	One heavy mortar
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

ARTILLERY

The Artillery force of the ROK Army was incredibly small, 75 outdated 105mm howitzers. They were put to spectacular use in a most unexpected manner during the defence of Seoul when they were turned into anti-tank guns firing HEAT rounds over open sights at the North Korean T-34/85s, scoring hits and stopping tanks. Unfortunately, the timing of the assault was excellent and the defenders were unprepared for what hit them and many of these guns were lost. We suggest choosing Inexperienced to represent troops from Early 1950 to July 1951.

FIELD ARTILLERY

MEDIUM ARTILLERY (M3)

The 105 mm M3 howitzer was the standard light field howitzer originally created for glider regiments during World War II. The barrel of the 105mm M2 was shortened by 27” and placed on the 75mm pack howitzer carriage for transporting by a 1-and-a-half-ton vehicle. These Howitzers were also issued to infantry regiments during WWII for the cannon companies and often mixed with the division artillery regiments for greater fire support. The howitzer fired a shell averaging 18kgs (40lbs) up to a mere range of 7600m (8300yds). The South Korean Army had five battalions of three-gun batteries with 5 guns in each battery. Many of these guns would fall into the hands of the North Koreans after the first week of the war.

Cost	56 pts (Inexperienced), 70 pts (Regular), 84 pts (Veteran)
Team	Four men
Weapons	One medium howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Howitzer

MEDIUM ARTILLERY (M2A1)

During the stand at the Pusan perimeter the South Korean Army would begin to be issued the 105 mm M2A1 (M101A1) howitzer, the standard light field howitzer for the United States Army. For the war in Korea the 105mm would prove to be the most effective gun available to US and UN forces. These guns were grouped initially into 5-gun batteries. The South Koreans would often fire point blank into formations of North Korean infantry and discovered the HEAT round was effective against the T-34/85 at an appropriate distance and angle when used as an anti-tank weapon. With a standard range of 11,000 metres and a shell weighing nearly 15kg, the 105mm gun was a formidable weapon indeed.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Team	Four men
Weapons	One medium howitzer
Options	- May add a spotter for +10pts - May add HEAT rounds for +10pts. HEAT rounds have a Pen value of +5. The gun can shoot either HE or AT - May be given a gun shield for +5pts
Special Rules	- Team weapon - Fixed - Howitzer

RECOILLESS ARTILLERY

Following the Pusan breakout, the South Korean Army would begin to receive new equipment in their drive north. One of those pieces of equipment would be limited numbers of recoilless rifles. Lack of recoil means there was no need for a heavy mounting, and so the gun could be mounted directly onto a light carriage or even clamped to a vehicle. The recoilless guns could even be shoulder fired if needed. The ROK mounted the recoilless rifles to any vehicle they had and also used them to defend from long range as needed.

57MM M18

Cost	30pts (Regular), 36pts (Veteran)

Team	Three men
Weapons	One light howitzer
Special Rules	- Team weapon - Fixed - Howitzer

75MM M20

Cost	45pts (Regular), 54pts (Veteran)
Team	Three men
Weapons	One medium howitzer
Special Rules	- Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

37MM ANTI-TANK GUN M3

A surplus of 140 37mm anti-tank guns were provide to the South Korean Army by the US advisors in lieu of providing tanks or additional artillery between the years 1945 and 1950. Heavier weapons had been requested several times but the US had obviously been slow to respond because all eyes were on the Iron Curtain and the Soviets in Europe. Each of the ten Korean divisions had an anti-tank company with an average of 14 guns at their disposal. Effective against the armored cars and other vehicles of North Korea, they had no effect against the 150 T-34/85s crossing the border in June 1950.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Three men
Weapons	One light anti-tank gun
Special Rules	- Team Weapon - Fixed

57MM ANTI-TANK GUN M1

The 57mm M1 anti-tank gun had been removed from active service at the close of the Second World War. A stockpile of more than 10,000 of these anti-tank

guns provided the opportunity to share them with allied forces. The US Army didn't expect to need or use them. The advent of the Korean War provided a perfect location to use this weapon to break open a tank or a piece of terrain if the enemy was dug in.

Cost	60 pts (Inexperienced), 75pts (Regular), 90 pts (Veteran)
Team	Three men
Weapons	One medium anti-tank gun.
Special Rules	- Team Weapon - Fixed - Gun shield

VEHICLES

TANKS

South Korea began the conflict with absolutely no tanks of any sort. They would not receive any armour until well into October 1950 when the US logistical supply system across the Pacific could meet the demand. South Korean forces can receive Tanks during a Mid War scenario. They will be rated as Inexperienced. Rating of Regular will begin in Late War scenarios. Units did receive a small number of tanks after the Pusan breakout and the drive to Pyongyang. Tanks available to South Korean players will include:

CAPTURED TYPE 95 HA-GO

The Type 95 *Ha-Go* was the most common Japanese light tank of the Second Sino-Japanese War. A small number of these light tanks were captured for a second or perhaps a third time by the South Korean Army as the North Korean Army collapsed following the Pusan breakout. The ROK forces captured Type 95 tanks during the war and made use of them whenever possible.

Cost	72pts (Inexperienced), 90pts (Regular)
Weapons	One turret-mounted light anti-tank gun, one turret-mounted rear-facing MMG and one forward-facing hull-mounted MMG
Damage Value	7+ (tankette)
Special Rules	- One-Man Turret: An order test is required to use Advance orders even if the tank is not pinned. In addition, you can fire the tank's main gun or the rear-facing MMG but not both in the same turn. - Low-Velocity Anti-Tank Gun: Armour penetration rating the light AT gun is +3 instead of +4.

M24 CHAFFEE LIGHT TANK

The M24 was one of the first tanks to be supplied to the ROK forces during and following the battle of Pusan. The South Koreans were able to effectively use these tanks to cover the advance of their infantry units in the push further north, past the 38th Parallel. These tanks would be needed in the bitter street fighting

during the capture of Pyongyang.

Cost	110pts (Inexperienced), 140pts (Regular), 180pts (Veteran)
Weapons	turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
Options	- May have additional pintle-mounted HMG on top of the turret for +25pts - May be a Recce vehicle for +10pts
Special Rules	- Recce: if option is chosen - HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks) - Vulnerable: because of its light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)



M24 Chaffee Light Tank

M4A3 SHERMAN 75MM

The trusted Sherman tank saw a great deal of action again in Korea with several nations, the South Koreans included. Several months into the war the logistical arm of the US military was able to procure enough tanks from dozens of depots in the United States, refit them for service, and ship them overseas. The effort demonstrated by the workers of the factories in America nearly matched the days of the Second World War. The easily catches fire rule is in place here to reflect

the ill prepared nature of these tanks when they were rushed into battle.

Cost	164pts (Inexperienced), 205pts (Regular), 246pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts - May cancel the 'Easily catches fire' rule for +10pts
Special Rules	- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just one before taking a morale test - HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks)

M4A3 SHERMAN 76MM

The M4 'Easy Eight' was highly valued because of the heavy hitting, high velocity cannon in the turret. This combined with the gyro-stabilizers, could match the T-34/85 in a shootout, especially on the move when the T-34/85 would have to stop to shoot and the 'Easy Eight' could shoot while moving.

Cost	188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

M46 PATTON

The South Koreans received a limited number of M46 tanks late in the war. Previous tank experience was beginning to show and the ROK was coming of age as an armoured force.

Cost	316pts (Inexperienced), 395pts (Regular), 474pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts

TANK DESTROYERS

M36B2 JACKSON

The Jackson proved very capable of engaging and defeating the T34/85 in combat which proved interesting to both the US and the USSR. The most dependable Soviet tank of WWII was defeated by the most reliable US tank destroyer of WWII. Governments in both nations took notice and took action. Meanwhile, back in Korea, the South Korean Tank Corps took ownership of 110 M36B2s and put them to work and kept them in Service until 1959.

Cost	204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapons	One turret-mounted super heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May add a pintle-mounted HMG for +25pts - May remove the open-topped rule for +5pts
Special Rules	- Open-topped



M36B2 Jackson Tank Destroyer

ARMoured CARS

Another item of issue to the forces of South Korea to provide a form of armoured mobility, the M8 Greyhound was given to the cavalry regiment. These outdated armoured cars would begin the transformation of an army which had

never been in existence previously and had never utilized an armoured program before. The intent was to train a cadre in mobile warfare before introducing light and medium tanks. There was also the concern the introduction of heavier weapons to South Korea such as tanks and heavier artillery would by default escalate tensions already in existence. The US Army provided 27 M8s for South Korea. Many of these vehicles would make it south to Pusan and continue the fight. An adaptation during the war was to replace the 37mm with a flamethrower.

M8 GREYHOUND

The M8 was developed following evaluation of the armoured vehicles in service with other nations. These vehicles were highly manoeuvrable thanks to six-wheel drive and a weight of just 17,468 lbs. The low silhouette made concealment easy. The 37mm gun, paired with a coaxial 7.62mm machine gun, was often supplemented by a ring-mounted HMG. During the stand at Pusan the 37mm would be replaced with a flame thrower and used as a trench and bunker clearing weapon platform.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	One light anti-tank gun and coaxial MMG in an open turret
Damage Value	7+ (armoured car)
Options	- May add an additional pintle-mounted HMG with a 360-degree arc of fire for +25pts
Special Rules	- Recce - Open-topped

M20 SCOUT CAR

The M20 Scout formed the nucleus of the first cavalry regiment in the new South Korean Army prior to the start of the war. Training in use of the equipment, cavalry tactics, and combined arms warfare did not progress far before the start of the war. Many M20s were lost immediately but were quickly replaced by the US Army. The M20 was a good reconnaissance vehicle and proved especially useful when deployed alongside the M36B2 tank destroyer to flush out likely targets.

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Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One pintle-mounted HMG with a 360-degree arc of fire in an open turret
Damage Value	7+ (armoured car)
Options	- May replace pintle-mounted HMG for turret-mounted flamethrower at +25pts
Special Rules	- Recce - Open-topped



M20 Scout Car

TRANSPORTS AND TOWS

M3 HALF-TRACK

The ROK motorised forces would receive a fair number of these vehicles to supplement the growing armored force. Once again training and use in a tactical environment would prove to be a challenge to an Army that never owned a large fleet of tracked vehicles previously. A practically identical half-track was built for export and used by British, Commonwealth, and Russian armies. This was produced as the M5 and M9 and the same details can also be used to represent it.

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	One pintle mounted HMG with a 360-degree arc of fire
Damage Value	7+ (armoured carrier)

Transport	12 Men
Tow	light, medium, or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May add up to three pintle-mounted MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each
Special Rules	- Open-topped

JEEP

The familiar and trusty Jeep of WWII would once again answer the call of battle in Korea. The South Korean Army had a sizeable fleet of jeeps numbering nearly 1,300.

Cost	17pts (Inexperienced), 21 pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	Three men
Tow	light anti-tank gun
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts, losing all transport capacity

TWO AND A HALF TON TRUCK

Sometimes referred to as the ‘deuce-and-a-half’ the 2-and-a-half-ton truck was the standard general-purpose South Korean army cargo truck used for haulage as well as troop transportation and as a prime mover for howitzers and anti-tank guns. South Korean forces had over 800 at the start of the war and held on to many for use in moving soldiers south to make a stand.

Cost	41 pts (Inexperienced), 51 pts (Regular), 61 pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	18 men
Tow	light, medium, or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May have a pintle-mounted HMG with 360-degree arc of fire for +25pts



The Chinese PVA advance on the roadblock

UNITED STATES & UNITED NATIONS



UNITED STATES FORCES

The United States Army and the Marine Corps entered into the Korean War understrength, unprepared for the situation and already low on every piece of equipment needed. They did have a great amount of national pride and many members had experience from WWII. When the President called for volunteers and when National Guard Units were mobilised, veterans returned in large numbers. Often these salty old vets came grumbling, but they answered the call to duty; and good that they did because the US Army and the Marine Corps needed the experience and the men. The experienced veterans were able to bring units to combat capability quickly. That made it possible to stop the North Koreans at Pusan, then push them far into North Korea and later hold back the Chinese volunteers.

This is the official *Bolt Action Korea* Army List for the forces of the United States in the Korean War. Players can pick an army in either of two ways:

Use the Reinforced Platoon list from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon list is repeated below.

Instead of using the generic Reinforced Platoon list, use any one of the Period Selectors [here](#) in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic list and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different troops and equipment. The second method using the Period Selector is more historically representative and therefore better suited for games where a historical portrayal is envisaged. For example, a breakout from the Pusan perimeter or a fierce struggle for Heartbreak Ridge. We imagine the players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Period Selector to choose your army.



American Devils – A Sherman Easy Eight with an intimidating paint scheme

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads

plus:

0–1 Veteran NCO

0–3 Infantry squads

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–1 Mortar team

0–1 Flamethrower team

0–1 Sniper Team

0–1 Anti-tank team

0–1 Field Artillery, Anti-aircraft, or Anti-tank gun

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon.

UNITED STATES SPECIAL RULES

The US Army Special Rules have not changed greatly since the end of WWII. Much of the equipment is the same at the start of the Korean War, as is the doctrine. What does change for the US Army in *Bolt Action Korea* is the greater use of jet aircraft in airstrikes, the addition of KATUSA recruits, and of course, helicopters!

HELICOPTERS

The US used a total of five different types of helicopter during the Korean War, none of them in an offensive or attack mode. All the helicopters were used in a recon, liaison, forward observer, or medical evacuation.

In mid to late war scenarios, after a forward observer has been selected, the following air roles may be used with the listed point costs deducted from the players total requisition points value before the game starts.

- Reconnaissance: 30 points for two uses. When the Air Observer is given an order dice roll a D6: on a 5+, roll a die for each Hidden enemy unit. On a 4+ the unit is spotted and immediately loses the Hidden status and counter.
- Aerial Observation: 40 points for two uses. When the Air Observer is given an order dice roll a D6: on a 5+, For the duration of the turn, all spotters and Artillery observers count as having line of sight to any unit on the table.
- Medevac: 20 points for two uses. When the Air Observer is given an order dice roll a D6: on a 4+, For the duration of the turn, the range of all medics' special ability is increased from 6" to 18".

In order to remind yourself and the opponent which role you have chosen every turn, you can place a marker next to Hidden enemies, or your spotters/observers, or your medics. We find it is best to use an actual helicopter model to do so... and to make helicopter sounds as you move the model around!

FIRE AND MANOEUVRE

The US Army's tactical doctrine placed great emphasis on firepower and mobility, and this is reflected in the armament of the standard infantry squad

with the self-loading M1 Garand rifle or carbine, and Browning automatic rifle (BAR), which could be fired effectively by one man on the move. To reflect this combination of doctrine, armament and plentiful ammunition, US infantry models equipped with M1 Garand rifles/carbines and BAR do not suffer the -1 'to hit' penalty for shooting and moving. This means these models can be given an *Advance* order, move, and then shoot without suffering the usual 'to hit' penalty, making American infantry extremely effective both on the attack and when shifting position in defence.

GYRO-STABILISERS

American tank guns benefited from the development of gyro-stabilisers and enabled the gunner to track his target even while on the move. In the hands of experienced crews, this proved to be a great advantage, but less experienced gunners found its use too difficult and often switched it off.

When a weapon is described as gyro-stabilised in a vehicle's entry, it does not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

AIR SUPERIORITY

In the last years of World War II, the American Army created the most dominant fleets of aircraft to control the skies of Europe and the Pacific. Technological developments in jet aircraft would soon be demonstrated by the newest military branch, the USAF.

The Forward Air Observer unit can call an Air Strike twice instead of once per game. Resolve the first air strike as normal. Then, after the first air strike has been resolved, the FAO may call a second. Note that the Air Observer uses the air chart for the Korean [War presented](#).

MODERN COMMUNICATIONS

An extensive radio network and numerous land-based communication systems supported the chain of command. This gave the US army a tremendous advantage over their less technically prepared adversaries who relied on runners, written messages, whistles, bugles, and other instruments. When units take an

order test to move from reserve onto the table, do not apply the usual -1 penalty, but use their basic Morale value instead.

KATUSA RECRUITS – LANGUAGE BARRIER

A practice still in use today features Korea soldiers assigned to US army units to augment the Force. They were known as KATUSA (Korea Augmentation to the US Army). Starting in August 1950 to fill out the depleted US 7th Infantry Division, the vast majority of these Recruits may have had three weeks of training before deploying to combat. Rarely speaking English, cultural barriers and other factors inhibited the initial start of this program. By 1952 the KATUSA program would see the use of more than 20,000 of these recruits fighting alongside their American counterparts in infantry platoons and artillery batteries. These augmentees were armed and equipped just like standard US soldiers.

Some infantry squads in this force (as listed in the following pages) can choose to include a number of KATUSA recruits. These extra men are free, to simulate the more readily available manpower. However, to represent the communication issues this created, the squad will start the game with a pin marker for each KATUSA recruit that has been added to the squad.

TYPES OF UNIT

The list is divided into categories as follows.

1 Infantry	Headquarters units Infantry squads and teams
2 Artillery	Anti-aircraft guns Anti-tank guns Field artillery
3 Vehicles	Tanks Tank destroyers Self-propelled artillery Anti-aircraft vehicles Transports and tows

INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core including a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher ranking officers, as well as medical units and supporting observers.

OFFICER

American forces started the Korean War with little or no experience of combat and often with minimal training. Once exposed to the realities of warfare both officers and men learned quickly. However, the constant demand for troops meant relatively inexperienced officers would be placed into command in the heat of battle. Both experience and promotion often came very quickly and we allow an American army to include officers who are Inexperienced, Regular, or Veteran.

Cost	- 2nd Lt 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran), - 1st Lt 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran), - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran), - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	One officer and up to two further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	- The officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)



United States Army by Mike Chappell © Osprey Publishing. Taken from Men at Arms 174: *The Korean War 1950–53*

SEASONED NCO

Every Platoon or Company had one NCO who was more experienced or wise (the troops may say gruff) and even the officers respected and would seek his advice. In Korea, these seasoned NCOs became even more important due to the nature of the mobile battlefield, the isolation of small units in rugged terrain and

the lack of replacement officers as the months wore on. Seasoned NCOs learned many skills over the years and the typical soldier will tell you a seasoned NCO can accomplish just about anything. The Korean War is where the modern US NCO became the true backbone of the Army.

Cost	50pts (Veteran)
Team	One NCO and up to two men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	- The NCO may be accompanied by up to two men at a cost of +13pts per man
Special Rules	- When this seasoned NCO is within 6" of an officer (but not majors, they are grizzled already!), he elevates them one rank by providing them with their sagely advice. For example, a 2nd Lt acts in all ways as a 1st Lt when the seasoned NCO is near. If all officers in your force are killed during the game, the Seasoned NCO steps up and takes command. They will act as 1st Lt for the rest of the game.

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff, such as stretcher-bearers, can accompany medics in the field. To reflect the improvements of combat medicine and the forward deployment of MASH units, any UN unit with a medic assigned that suffers a casualty can roll a D6. On a 5 or 6 the medic saves the unit in question and they return to combat.

Medical officers were not always armed but in practice a pistol was often carried for self-defence. We rate them as Regular or Veteran.

Cost	Medic 23pts (Regular), 30pts (Veteran)
Team	One medic and up to two further men
Weapons	Pistol or none, as depicted on the models
Options	- The medic may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)



US Army soldiers pass through a Korean village

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of aircraft strikes or heavy artillery batteries firing from far behind the battle lines. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran – Those of lesser ability being unlikely to find themselves in such an important position. Note that the Air Observer uses the Air Chart for the Korean War presented [here](#). Additionally, refer to [here](#) for other potential uses of the Forward Air Observer.

Cost	- Artillery Forward Observer 100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	One Forward Observer and up to two further men
Weapons	Pistol, submachine gun, or rifle
Options	- The observer may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

At the very beginning of the war, American infantry were generally not very well trained nor very well equipped, most of the combat experienced soldiers had

departed and the new soldiers had little training and preparation for large scale battle. Soldiers stationed in Japan had been serving in occupation duty positions which do not typically lend themselves to creating a lean fighting force. The readiness of equipment and weapons was in a poor state which would show during the opening engagements in the months of July and August at Osan and Taejon. Nearly everything needed to fight a war was in demand: soldiers, ammunition, tanks, ships and aircraft. The US Army quickly mobilized the forces in Japan for movement to Korea and requested equipment from the United States, but it would take time to arrive. Meanwhile, the troops on hand had to fight, survive and hold on. Within a few months more forces would arrive to bolster the US Army and a new crop of seasoned veterans would be developed.

INEXPERIENCED INFANTRY SQUAD

When American troops were first deployed directly to Korea they didn't prove particularly reliable. The 24th Infantry Division in particular was thrust headlong into the cauldron of battle without the needed equipment or training. The 25th Infantry was just behind them in the gauntlet. This quickly changed as troops gained experience into the Autumn of 1950. The fighting spirit wasn't missing, just the experience required to get their duty done.

Cost	42pts (Inexperienced)
Team	One NCO and five men
Weapons	Rifles
Options	- Add up to four men with rifles for +7pts each - Add up to three KATUSA recruits with rifles for free - The NCO can have a submachine gun instead of a rifle at a cost of +3pts - One man can have a BAR M1918A2 automatic rifle instead of a rifle at a cost of +5pts - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Language barrier (if KATUSA recruits taken)

REGULAR INFANTRY SQUAD (EARLY/MID-WAR – OCT 1950 ONWARD)

Following deployment of better prepared formations, like the 1st Cavalry

Division, the US Army was able to hold fast at the Pusan perimeter and start pushing back in preparation for a breakout. The army continued to attempt to modernize and outfit the formations with newer weapons and equipment. However, the constant mobile nature of the war didn't always allow for units to get what they needed. The vast majority of troops in the American army were dependable and capable fighters as shown here.

Cost	60pts (Regular)
Team	One NCO and five men
Weapons	Rifles
Options	- Add up to four men with rifles for +10pts each - Add up to three KATUSA recruits with rifles for free - The NCO can have a submachine gun instead of a rifle at a cost of +3pts - One man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Language barrier (if KATUSA recruits taken)

REGULAR INFANTRY SQUAD (LATE WAR – POST JUNE 1951)

By the end of the Korean War more equipment began to find its way into the hands of frontline troops and units now often carried multiple BARs rather than just one. A critical review of weapons and frontline manning was completed by famed General S.L.A. Marshall who recommended a reconfiguration of the basic infantry formations down to the squad level which is still in effect to the modern era. The standard late-war American squad was a solid unit fully capable of mounting an effective attack or flexible defence.

Cost	60pts (Regular)
Team	One NCO and five men
Weapons	Rifles
Options	- Add up to four men with rifles for +10pts each - Add up to three KATUSA recruits with rifles for free - The NCO can have a submachine gun instead of a rifle at a cost of +3pts - Up to two men can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts each - The entire squad can be given anti-tank grenades for +2pts per man
	- Tank hunters (if anti-tank grenades taken)

Special Rules

- Language barrier (if KATUSA recruits taken)



US Marines ambush a North Korean patrol

ENGINEER SQUAD

Extremely valuable as a battlefield asset and often used as a substitute when infantry were lacking, engineers are a breed apart. When there was a need to clear obstacles, remove mines or take out entrenched enemy, the task was often given to the engineers. Korea would showcase the skills these soldiers had, demonstrating everything from grading a road for a convoy, building a bridge to constructing fortifications. Equipped with lethal explosives and unique equipment, their task was a particularly hazardous one calling for a cool head and steady nerves.

Cost	50pts (Regular) or 65pts (Veteran, late-war only)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to three men with rifles for +10pts each (Regular), or +13pts each (Veteran) - Add up to three KATUSA recruits with rifles for free - The NCO and up to one man can have submachine guns instead of rifles for +3pts each - Up to two men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each - One man can have a flamethrower instead of a rifle for +20pts – another man becomes the assistant - Up to three men can have light demolition charges for +3 per man or heavy charges for +5 per man

	- The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Language barrier (if KATUSA recruits taken) - Demolition Charge: The demolition charge must start the turn adjacent to the target and must be given a Fire order to detonate it. These charges are a one time use weapon. Light demolition charges kills crews on a 5+ die roll and destroys the fortification on a die roll of a 6. Heavy demolition charges kills crews on a 3+ die roll and destroys the fortification on a die roll of a 5.

AIRBORNE SQUAD

American paratroopers still held a special mystique in the US Army as soldiers with a little more bravado and *esprit de corps* than the average Soldier. The paratroopers stationed in Japan on occupation duty were no different. They had maintained a tough, demanding training program. These were the soldiers of the 187th Airborne RCT known as the ‘Rakkasans’. This RCT had been an element of the 11th Airborne Division during the WWII Pacific Campaign. The end result was many of the Officers and NCOs were combat veterans already. In Korea, this Airborne RCT would make two combat jumps and help the 8th Army in many difficult situations by plugging a gap or taking a hill when other units were not available, fighting as elite infantry. Paratrooper squads could carry the M1919A6 – a version of the Browning .30-cal. machine gun fitted with a lightened barrel, stock, and bipod, in an attempt to provide a squad light machine gun.

Cost	84pts (Veteran)
Team	One NCO and five men
Weapons	Rifles
Options	- Add up to six men with rifles for +14pts each - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - One man can have a light machine gun M1919A6 for +20pts– another man becomes the loader - The squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) -Stubborn

RANGER SQUAD

The Rangers were trained for all sorts of special operations but specifically missions behind enemy lines. Korea would see the recreation of the Ranger companies and each American Infantry Division had its own dedicated Company. The 2nd Ranger Company was unique because this was an all African-American unit, even the officers, and they referred to themselves as the ‘Buffalo Rangers’. The 2nd Rangers were attached to the 187th ABN RCT and made a combat jump with them along with the 4th Ranger Company. The use of Ranger Companies lasted for a year in Korea until they were disbanded and the Soldiers were transferred into other units. The Ranger experiment ended because the Army in Korea wasn’t sure just how to properly use this force.

Cost	70pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to six men with rifles for +15pts each - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - One man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts - One man can have a light machine gun M1919A6 for +20pts – another man becomes the loader - The squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Tough fighters - Rangers lead the way! Units of Rangers are allowed to make a <i>Run</i> move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in <i>Ambush</i>.

RAIDER SQUAD

The Raiders were trained as replacements for the disbanded Ranger companies. This was considered a local program and not every division had a Raider platoon in each infantry regiment or in each infantry division. Typically, a division had a Raider platoon for each infantry regiment. These Raider platoons were a hybrid unit and blended Ranger tactics, standard intelligence and reconnaissance platoons, and conducted specific local Infantry missions for a division or regimental commander. These soldiers were selected volunteers who typically underwent a dedicated training course in the rear area before starting as a Raider.

Two units of note are the 27th Regiment ‘Wolfhound’ Raiders and the ‘Pagan Raiders’ of the 179th RCT, 45th Infantry Division.

Cost	75pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to six men with rifles for +15pts each - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - One man can have a BAR M1918A2 automatic rifle instead of a rifle for +5pts - One man can have a light machine gun M1919A6 for +20pts – another man becomes the loader - The squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Raiders lead the way! Units of Raiders are allowed to make a <i>Run</i> move after both sides have finished set-up, but before the first turn of the game. During this move, the unit cannot assault enemy units, and cannot be targeted by enemies in <i>Ambush</i> - Tough Fighters



United States Army, United States Marine, and Colombian Contingent by Mike Chappell © Osprey Publishing. Taken from Men at Arms 174: *The Korean War 1950–53*

US MARINE SQUAD (EARLY WAR)

Before the Korean War, the Marine Corps had maintained their equipment and the training standards to a higher level than had the Army. When the first Marine units began to arrive at the Pusan Port in Korea they were better equipped and prepared to take the fight to the enemy. Though these Marine Regiments had lost many of the veterans from the Pacific Campaigns they still

had a core of experienced marines to lead the first attacks and began pushing back against the North Koreans. This entry applies to the 5th Marine Regiment fighting at the Pusan Perimeter.

Cost	50pts (Regular)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to three men with rifles for +10pts each - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - Up to two men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each - The squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken)

US MARINE SQUAD (MID/LATE WAR)

As the war progressed the Marines' equipment and the organization of the infantry company was slightly altered resulting in an increase in the firepower available down through the platoon and the squad. The recommendations put forth by General S. L. A. Marshall in 1950 are still in use today in the modern USMC. The 1st Marine Division that stood tall in Korea was the same Division that fought at Guadalcanal and within this division were the same proud Marine regiments. This list applies to the 1st, 5th, and 7th Marine regiments landing at Inchon and for the remainder of the War.

TOP SECRET

USMC

Post WWII, the US Marine Corps had dwindled down from a wartime strength of six fighting divisions to approximately 75,000 Marines. The period of 1948 to June 1950 was a dark time for the USMC. Many in Washington and at the Pentagon, including the Secretary of Defense and the President of the United States were openly advocating disbanding the Marine Corps. The ushering in of the Atomic Era fostered a belief an organization such as the Navy and the Marine Corps were a "branch of the past" much like the mounted cavalry of days gone by. A false conclusion was that anything the Navy could do, the US Air Force could handle and anything the Corps could perform, the Army could do, and anything else could be taken care of with an atomic bomb. Then came Korea and the USMC would once again prove their worth adding 42 Congressional Medals of Honor to the list of valorous deeds performed by this exemplary Organization.

Cost	70pts (Regular) or 81pts (Veteran)				
Team	One NCO and six men				
Weapons	Rifles				
Options	- Add up to six men with rifles for +10pts each (Regular), or +13pts each (Veteran) - The NCO and up to two men can have submachine guns instead of rifles for +3pts each - Up to three men can have BAR M1918A2 automatic rifles instead of rifles for +5pts each - Up to three men can have a pistol in addition to their other equipment for +1 pt. each - Up to three men can have shotguns instead of rifles for +3pts each - Can purchase flak jackets for troops at +5pts per man (see here) - The squad can be given anti-tank grenades for +2pts per man				
Special Rules	- Tank hunters (if anti-tank grenades taken) - Shotguns: these weapons have the profile below:				
	Type	Range	Shots	Pen	Special
	Shotgun	18"	1	n/a	Assault

USMC WAR DOG TEAM

The US Marine Corps introduced war dog platoons in 1943. Dogs first took part in the *Bougainville* operation in November, and went on to support US Marine forces at Guam and Peleliu in 1944, and Iwo Jima and Okinawa in 1945. The majority of the dogs used were Doberman Pinschers and the remainder German Shepherds. Dogs were trained as either scout dogs or messenger dogs. Scout dogs alerted their handlers to the presence of enemy positions, ambushes, and hidden snipers, and proved very effective in this role – often alerting troops to the presence of enemy machine gun nests or sniper positions before they came under fire. Other dogs were trained to carry messages between Marine units. Again, they proved more effective than runners, although often coming under fire or even suffering wounds in the course of duty.

Cost	18pts (Veteran)
Team	One handler
Weapons	Each handler has a rifle or submachine gun (as depicted on the model) and a dog
Options	- Add up to three handlers at +18pts each
	- Tough fighters

Special Rules	- Spotting: Hidden enemy units are revealed if a dog team moves to (or is deployed) within 24" of them. - Extra selection: You may take 0–1 war dog team in addition to the normal infantry allowed for any reinforced platoon and includes at least one unit of US Marines.
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LIGHT MACHINE GUN TEAM

Certain American formations, such as the Airborne and Ranger units, were equipped with an effective replacement for the heavier versions of the Browning machine gun. The Browning M1919A6 .30-cal. This weapon was essentially the same as the A4 model but was lighter in overall weight, had a removable wooden shoulder stock, and collapsible bipod on the front end of the barrel which removed the need for a tripod. A tripod could still be used to make the weapon more accurate in the defence as necessary.

Cost	34pts (Inexperienced), 40pts (Regular), 56pts (Veteran)
Team	Two men
Weapons	One Light machine gun
Special Rules	- Team weapon - Extra selection: you may take up to three light machine guns as one MMG selection in each reinforced platoon

MEDIUM MACHINE GUN TEAM

The Americans were equipped with an excellent medium machine gun: the Browning M1919A4 .30-cal. Because of its weight (31lbs), it was always used with a tripod. It had a rate of fire of 500 rounds per minute and an effective range of over 1,000 metres. Both the air- and water-cooled versions were very reliable weapons. It is no coincidence this weapon that was normally mounted on tanks and armoured vehicles. The relatively large number of these weapons available at company level means a US army can include a higher proportion of medium machine guns than other armies. The older water-cooled M1917 was still available in large numbers but was typically relegated to static units due to its weight.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men

Weapons	One medium machine gun
Special	- Team weapon
Rules	- Fixed

HEAVY MACHINE GUN TEAM

The Browning M2HB .50-cal. was undoubtedly one of the best HMGs of the Korean War. To service members then and now it is commonly known by the nickname “Ma Deuce” and is still in use today. The M2 was renowned for its penetration capacity as its heavy bullets would tear through the armour of half-tracks, armoured cars, and even some light tanks. Its weight made it very stable, allowing accurate bursts of fire. A 20kg tripod was required for the ‘ground’ type, but it was also mounted on vehicles in twin or quad versions. The latter weighed more than 1,000 kg and was normally mounted on half-tracks (M16 MGMC). In Korea, this quad mounted version was highly valued in a dual role as an anti-aircraft gun and as an anti-personal defensive weapon when situations became desperate.

Cost	49pts (Inexperienced), 70pts (Regular), 91 pts (Veteran)
Team	Four men
Weapons	One heavy machine gun
Special Rules	- Team weapon - Fixed

BAZOOKA TEAM

The American Bazooka became one of the iconic weapons of WWII and gave the Poor Bloody Infantrymen a respectable chance versus tanks, pillboxes, and dug in positions. The start of the Korean War demonstrated the 2.36” version of this weapon had already been surpassed by the armour of the North Korean T-34/85 tanks so a replacement was needed. Welcome the M20 ‘Super Bazooka’, firing a 3.5” shape charge that could easily penetrate anything the North Koreans or the Chinese could muster. The M20 could penetrate roughly 11” of armor at 900 yards, weighed about 11 pounds, broke down into two pieces, and could be carried together with an attached sling.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
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Team	Two men
Weapons	One Bazooka
Options	- May upgrade their Bazooka to an M20 Super Bazooka (Penetration value of +6) for +20pts
Special Rules	- Team weapon - Shaped Charge



US Marine Bazooka Team

SNIPER TEAM

Sniper duty was a risky business in Korea because the opportunity to create a prepared position was often a luxury rarely afforded, nor was sniper duty actively practiced by the US Army. The Army's doctrine stressed marksmanship to each soldier and therefore each soldier could in fact serve as a dedicated marksman on the spot, or as a sniper if needed. The Chinese tactics of moving at night and avoiding contact during the day when possible also reduced the chances to employ snipers. As always, snipers in a city fight were valued. Dedicated teams were equipped with a telescopic sight on a M1903 bolt-action Springfield rifle, and also had close-combat weapons such as pistols and SMGs with which to defend themselves if discovered. Both members of the team had sniper training, so the role of spotter was interchangeable.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	Sniper has a bolt-action rifle and a pistol, spotter has a pistol
Options	- Each man can have a submachine gun instead of a pistol for +2pts per man.
Special Rules	- Team weapon - Sniper

FLAMETHROWER TEAM

Flamethrowers were used throughout WWII, particularly in the Pacific theatre, to clear out tunnels and bunkers. The flamethrower would be used again in Korea during the landings at Inchon and subsequent fighting over the next few years as the need for clearing bunkers and tunnels required. The flamethrower was able to sustain an effective range of 50 yards per shot. The following details cover a single flamethrower and assistant.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	One infantry flamethrower
Special Rules	- Flamethrower - Team weapon

LIGHT MORTAR TEAM

Mortars were the most commonly available type of support weapon at the infantry company level. Infantrymen, paratroopers, and Rangers had one 60mm mortar per platoon, in addition to these others may have been assigned at company level. Normally they were deployed in a suitable rear position, no further than 100 yards from the observer in order to 'cover the most dangerous approaches to the platoon area'. The standard light mortar was of relatively large calibre at 60mm. The only problem was the weight (19kg) meant a larger team was needed to move it. The paratroopers had a lighter version (the M19 only weighed 9kg).

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran), 46pts (Veteran Airborne version)
Team	Three men (Two men for Paratrooper version)
Weapons	One light mortar
Special Rules	- Team weapon - Indirect fire



US Marines investigate reports of enemy in a local village

MEDIUM MORTAR TEAM

In the American army the role of medium mortar was fulfilled by the 81mm calibre M1 mortar. The mortar was the biggest killer of enemy infantrymen throughout the war. An average crew could fire a dozen bombs in a minute. Compared with artillery shells which had a tendency to get 'buried' on landing, directing a good portion of the explosion into solid ground, mortar bombs fell almost on their nose and released destructive power all around.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One medium mortar
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire

HEAVY MORTAR TEAM

The heavy mortar platoons were reorganized into heavy mortar companies at the

regimental level. This allowed for better coordination of battalion mortar and artillery missions fired in support of combat operations of the regiment. By consolidating the twelve 107mm guns of the heavy mortar company the amount of firepower on call provided devastating results to anyone caught in the blast radius.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	Four men
Weapons	One heavy mortar
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Indirect fire



US Heavy Mortar Team

ARTILLERY

US artillery became standard across the army in both organisation and fire direction during WWII. The addition of communications down to the company HQ, or even platoon HQ, of an infantry unit allows for an officer or an NCO to quickly and accurately call for fire with a few simple basic commands and have remained the same for nearly 75 years. The same lessons are still taught today. An interesting point of note about the artillery computation tables used during WWII and the Korean War: they were all hand computed by groups of women working in secrecy in the early days of World War II.

FIELD ARTILLERY

LIGHT ARTILLERY (M1A1)

Small-calibre field artillery was not widely used in the United States Army except by the South Korean formations, units in the mountains, and the Marines. A few other special forces preferred the small-calibre pack howitzer (75mm) because it could be moved easily. It could also be transported or dropped by parachute after breaking it down into its component parts.

Cost	36 pts (Inexperienced), 45 pts (Regular), 54 pts (Veteran)
Team	Three men
Weapons	One light howitzer
Special Rules	- Team weapon - Fixed - Howitzer

MEDIUM ARTILLERY (M2A1)

The 105mm M2A1 (M101A1) howitzer was the standard light field howitzer for the United States during World War II. For the war in Korea the 105mm would prove to be the most effective gun available to US and UN forces. These guns were grouped into four-gun batteries. Their role was to lay down a barrage to prepare for an advance, or to break the impetus of enemy infantry attacks.

Artillery of this kind could even slow attacks by armoured vehicles. With a range of 11,000 metres and a shell weighing nearly 15kg, the 105mm gun was a formidable weapon indeed.

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Team	Four men
Weapons	One medium howitzer
Options	- May add a spotter for +10pts - May be given a gun shield for +5pts - For +15 points may add three rounds of HEAT. This turns the weapon into a medium AT gun. - Add one additional KATUSA recruit to the crew for free
Special Rules	- Team weapon - Fixed - Howitzer - Language barrier (if KATUSA recruits taken)

HEAVY ARTILLERY (M2, M114)

The French 155mm artillery piece was adopted by US armed forces in 1917. In 1930, a technologically advanced version with two hydro-pneumatic cylinders was developed. This proved to be one of the best heavy guns of the war. Known as the ‘Long Tom’, it had an eight-wheel gun carriage and could be raised to give a stable firing platform. The gun had a range of over 23,000 meters and fired a 42kg shell. The M114 Howitzer was also a 155mm gun with a size difference in barrel length and action performed when loading. It had a similar carriage to that used on the original ‘Long Tom’. The cannon system of the M114 was mounted onto the M-24 chassis to create the M-41 SP Artillery gun.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Five men
Weapons	One heavy howitzer
Options	- May add a spotter for +10pts - Add up to two KATUSA recruits to the crew for free - May be given a gun shield for +5pts
Special Rules	- Team weapon - Fixed - Howitzer

TOP SECRET

KOREAN CIVILIANS

Hardest hit during the Korean conflict were the civilians. Both the North and South were densely populated and were subject to massive bombing campaigns and the rapidly shifting of the front lines, trapping civilians in combat zones. This contributed to approximately ten percent of the Korean population (three million) being killed, injured, or missing by the war's end. Both sides also committed numerous massacres and executions of political prisoners. A majority of these casualties happened in the North. Twelve to fifteen percent of the North's population were affected. This figure is close to or maybe even surpassing the number of Soviet citizens killed in World War II. In fact, at the end of the war, the UN Air Forces dropped more bombs on the Korean peninsula than in the entire Pacific Theatre of World War II.

M115 HOWITZER

The 8", or otherwise known as the 203mm, M115 saw a good amount of combat service in the hills and mountains of Korea once the cannon finally arrived. Typically towed into position, the M115 was also available to be mounted onto a chassis. Originally conceived in 1919, designed in 1939, this howitzer saw action in WWII and Korea, and well after that too. Only capable of three rounds in two minutes, the large crew could deliver a massive shell nearly 17,000 metres. This howitzer was also capable of firing the smallest tactical nuclear shell, the W79.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Five men
Weapons	One heavy howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Howitzer

RECOILLESS ARTILLERY

Two recoilless guns were developed during World War II – the 57 mm and the 75mm. These used a cartridge case and was perforated with small holes. This

allowed propellant gas to exhaust to the rear through vents surrounding the breechblock, producing a counterbalancing force to cancel the gun's recoil. Lack of recoil means there was no need for a heavy mounting, and so the gun could be mounted directly onto a light carriage or even clamped to a vehicle. The recoilless guns could even be shoulder fired if need be.

57MM M18

Cost	30pts (Regular), 36pts (Veteran)
Team	Three men
Weapons	One light howitzer
Special Rules	- Team weapon - Fixed - Howitzer

75MM M20

Cost	45pts (Regular), 54pts (Veteran)
Team	Three men
Weapons	One medium howitzer
Special Rules	- Team weapon - Fixed - Howitzer

M16 ROCKET LAUNCHER

The M16 was a 4.5" spin stabilized, unguided munition, fired from a multi-barreled platform and developed toward the end of WWII. The greatest use of service in combat was during the Korean War, mainly with the USMC. When fired, 24 tubes containing 110mm rockets would travel up to 4,800 meters. The M16 was capable of being mounted to a truck for firing as well as being towed. Obviously, this piece of equipment looks much like the WWII German *Nebelwerfer*.

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Team	Three men
Weapons	One forward multiple rocket launcher (treat as heavy mortar)

Special Rules	- Team weapon - Fixed - Multiple Launcher
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ANTI-TANK GUNS

57MM ANTI-TANK GUN M1

The 57mm M1 anti-tank gun was a close copy of the British QF 6pdr which was itself also used by some American units. In 1944 an APDS (armour piercing discarding sabot) shell was developed, making this the first gun to have a discarding sabot shot as its service round. HE shells were only available from 1944 onwards. The 57mm anti-tank gun used by US airborne forces has a special carriage that allowed them to be towed as if they were light anti-tank guns.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Three men
Weapons	One medium anti-tank gun.
Special Rules	- Team Weapon - Fixed - Gun shield

3" ANTI-TANK GUN M5

In 1940 the American Army asked for a gun which could effectively stop any tank. The design foresaw a 76.2mm AA barrel while the gun carriage would be that used on the 105mm howitzer. The result did not live up to expectations and the design was shelved. After finding new use on the battlefields of Europe during WWII the 3" AT Gun found further use again on the distant battlefield of Korea being rushed into action as a readily available anti-tank weapon and a bunker buster style gun.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Four men
Weapons	One heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun shield

M2 90MM

By definition an anti-aircraft gun, a redesign following WWII of the firing mechanism and the ammunition feed system allowed this gun to take on a dual role as an antitank weapon. The US Army had been searching for a weapon comparable to the famous German 88 from WWII and this is as close as they could achieve. Firing 24 rounds a minute gave the gun crews formidable firepower against high speed aircraft as well as the ability to depress the cannon and take out enemy armour. The M2 90mm was the main weapon for the Pershing and Patton series of tanks.

Cost	148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Team	Five men
Weapons	One super-heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun shield - Flak

VEHICLES

TANKS

M24 CHAFFEE LIGHT TANK

The M24 was the result of the combination of prototype components to meet a need during WWII. The 75mm gun was derived from the M6 on a Mitchell bomber, the body was developed after testing a 75mm gun on an M8HMC to test weight and space for the crew. Keeping the weight below 18 tons, with the armour being 25mm thick on the hull and 37mm thick on the turret allowed for the creation of the M24 Chaffee light tank. The Chaffee was completely ineffective against the T-34/85s of North Korea but they did provide mobile firepower where none existed previously.



US M24 Chaffee Light Tank

Cost	110pts (Inexperienced), 140pts (Regular), 180pts (Veteran)
Weapons	Turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (light tank)
	- May have one additional pintle-mounted HMG on top of the turret for +25pts

Options	- May be a Recce vehicle for +10pts
Special Rules	- Recce: if option is chosen - HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks). - Vulnerable: because of its light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits).

M4A3 SHERMAN 75MM

The trusted Sherman Tank saw a great deal of action again in Korea. The favoured model was the M4A3E8. The USMC had the only Sherman tank battalion combat ready, but it was in California. The Marines deployed the tank battalion directly from California to the Pusan perimeter straight into battle. All these versions have improved side armour compared to the original M4. Although they differ from each other, they are comparable in terms of performance. The M4A1 has a fully cast hull – some tankers preferred one kind of armour construction over the other. The protective capability of armour plate could vary quite a bit anyway so there was probably little difference between the two on average. M4A2s had diesel engines and M4A3s had Ford V8 engines, whilst the M4A4 had a long Chrysler multi-bank engine and a lengthened chassis. The easily catches fire rule is in place here to reflect the ill prepared nature of these tanks when they were rushed into battle.

Cost	164pts (Inexperienced), 205pts (Regular), 246pts (Veteran)
Weapons	One gyro-stabilised turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts - May cancel the 'Easily catches fire' rule for +10pts
Special Rules	- Easily catches fire: If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just one before taking a morale test. - HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks).

M4A3 SHERMAN 105MM HOWITZER

The 105mm M4 was produced in multiple versions with different combinations of engine in the same way as the basic tank. Useful in the heavy fighting in the later stages of WWII, a few of these found their way to the battlefield of Korea. Because of their relatively heavy armour compared to most self-propelled artillery, the 105mm M4 tanks could be used in a close support role, leaving the more vulnerable M7 and M12 self-propelled guns towards the rear. In an appropriate infantry supporting role this tank was an excellent choice to remove heavily entrenched defenders.

Cost	164pts (Inexperienced), 205pts (Regular), 246pts (Veteran)
Weapons	One turret-mounted medium howitzer with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

M4A3 SHERMAN 76MM

The M4 Sherman was originally fitted with an M3 75mm gun. The M1A1 76mm gun was an improvement but the turret on the original M4 Sherman was too small to take it. This led to delays whilst a new turret was designed. As well as the new gun, the 76mm version also had wet storage ammunition stowage to reduce fire hazards. Later models also used Horizontal Volute Spring Suspension (HVSS) and were designed to replace the vertical volute with tougher horizontal springs. In Korea the 'Easy Eight' would be involved in nearly half of all tank on tank engagements with enemy armour.

Cost	188pts (Inexperienced), 235pts (Regular), 292pts (Veteran)
Weapons	One gyro-stabilised turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts - May upgrade the pintle-mounted MMG to a pintle-mounted HMG for +10pts

M26 PERSHING HEAVY TANK

In January 1945 the first twenty M26 Pershing heavy tanks were sent to the

Armoured Divisions in Europe. Towards the end of the war the Pershing tank was used in the Pacific during the battle on Okinawa. In Korea the Pershing tank would prove to be a master of the battlefield outclassing the T-34/85. The Pershing's 90mm High Velocity Armour Piercing (HVAP) round could punch completely through a T-34/85's armour. In all a total of over 300 M26 Pershing Tanks were sent to Korea.

Cost	316pts (Inexperienced), 395pts (Regular), 484pts (Veteran)
Weapons	One gyro-stabilised turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts



US M26 Pershing Heavy Tank

M-45 (T26E2)

The US Army's 6th Tank Battalion used the 105mm howitzer armed tank during the battle for the Pusan Perimeter during the late summer of 1950. In fact, the 6th Tank Battalion is most likely the only tank battalion that utilised this rare vehicle. The 105mm howitzer was fitted into a redesigned turret modified to take the gun, which featured an additional 3.5" of armour to the gun shield and meaning the total thickness had an increased to 5". This was a formidable vehicle in a close fight. All this firepower was mounted onto the chassis of the M-26.

Cost	220pts (Inexperienced), 275pts (Regular), 330pts (Veteran)
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Weapons	One turret-mounted medium howitzer with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts

M46 PATTON

The M46 was a design upgrade of the M26 Pershing following WWII. Though designated a ‘medium’ tank by the Armaments Board, this tank equalled most of the characteristics of the Pershing except an enhanced powerplant to handle the transmission and the weight of the 48.5 tons. The 90mm gun was also basically the same as the Pershing with a slight upgrade. The introduction of the Patton to Korea’s battlefields allowed the Pershing tanks to be withdrawn.

Cost	316pts (Inexperienced), 395pts (Regular), 484pts (Veteran)
Weapons	One gyro-stabilised turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	10+ (heavy tank)
Options	- May add a pintle-mounted HMG on the turret for +25pts

TANK DESTROYERS

US military doctrine called for well-armed and highly mobile tank destroyers to counter enemy tanks, reserving their own tanks for a break-through role. Tank destroyers were often designated as Gun Motor Carriages – GMC in military terms – and we have adopted both descriptions to make things clear.

M18 HELLCAT

The M10 had been built upon the chassis of the M4 Sherman, and resulted in a heavier vehicle, slower and less manoeuvrable than was ideal. The M18 was an entirely new design and was intended to create a lighter and faster vehicle better suited to a mobile reconnaissance than the unwieldy M10. The Hellcat carried the same 76mm gun as the Sherman giving it a respectable performance.

Cost	124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun
Damage Value	7+ (armoured car/carrier)

Options	- May add a pintle-mounted HMG for +25pts - May be a Recce vehicle for +10pts
Special Rules	- Open-topped - Recce: if option is chosen



US M18 Hellcat Tank Destroyer

M36 JACKSON

In early 1943 it was decided to look at fitting a 90mm anti-aircraft gun onto an M10 tank destroyer. The M10's turret proved unable to accommodate the heavier, longer gun. To fit the new gun a wider turret was created resulting in the M36 GMC – named the Jackson after the civil war general by the British.

Cost	204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapons	One turret-mounted super heavy anti-tank gun
Damage Value	8+ (light tank)
Options	- May add a pintle-mounted HMG for +25pts - May remove the open-topped rule for +5pts
Special Rules	- Open-topped

LVT (A) 1 ALLIGATOR

Albeit not strictly speaking a tank, we have included the Alligator here to take account of its fire-support tactical role during amphibious assaults. This tracked,

fully amphibious landing vehicle was ready by the end of 1943. In addition to a turret-mounted 37mm gun this version had two .30-cal. Browning machine guns on the rear deck mounted on Scarff rings and fitted with gun shields.

Cost	120pts (Inexperienced), 150pts (Regular), 180pts (Veteran)
Weapons	One turret-mounted light anti-tank gun with co-axial HMG, and two pintle-mounted MMGs with a 360-degree arc of fire
Damage Value	7+ (armoured car)
Options	- May exchange the light anti-tank gun and coaxial HMG for a flamethrower for free
Special Rules	- Amphibious

SELF-PROPELLED ARTILLERY

M7 PRIEST

In June 1941 the Chiefs-of-Staff requested the development of a 105mm howitzer on an M3 medium tank chassis in order to provide self-propelled artillery for armoured divisions. This became the M7 Howitzer Motor Carriage also known as the 'Priest'. When the M3 tank was replaced by the more recent M4 Sherman it was decided to continue production of this version on the M4A3 tank chassis. It was deployed in batteries of six.

Cost	128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons	One forward facing casement-mounted medium howitzer and one pintle-mounted HMG with a 360-degree arc of fire
Damage Value	8+ (light tank)
Special Rules	- Open-topped



US M7 Priest Self-Propelled Gun

M40 GUN MOTOR CARRIAGE

After the success of the M12, the Armoured Force Board ordered the development of new heavy self-propelled artillery for long-range bombardment in the field. This used the M4A3 with HVSS suspension and was capable of mounting either a 155mm gun or an 8-inch M1 howitzer. As with the M12, this monster was always accompanied by an M30 cargo carrier.

Cost	132pts (Inexperienced), 165pts (Regular), 198pts (Veteran)
Weapons	One casemate-mounted forward-facing heavy howitzer
Damage Value	8+ (light tank)
Special Rules	- Open-topped - Vulnerable: because of the very light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits).

M41 HOWITZER MOTOR CARRIAGE

Built on the trusted M-24 chassis, this self-propelled 155mm sacrificed a bit of range on the howitzer for speed. The additional speed allowed the M41 to evade any potential counter battery fire. Few M41s were actually built but nearly all of them saw action in Korea with the 999th Field Artillery Battalion and the 92nd Field Artillery Battalion.

Cost	140 pts (Inexperienced), 175pts (Regular), 210 pts (Veteran)
Weapons	One casemate-mounted forward-facing heavy howitzer
Damage Value	8+ (light tank)
Special Rules	- Open-topped

LVT(A)-4 LANDING VEHICLE

Fortunately, the US Marines retained many of these worthy pieces of equipment in their arsenal. The LVT(A) 4 would be use as a security platform during the first hectic days of Pusan. The fire support Buffalo would make one more launch into the breach during the landing at Inchon providing support for the 1st Marine Division. This tracked, fully amphibious self-propelled gun was a variant of the LVT4 Water Buffalo. It was used to provide fire support during beach assaults. It had the turret of an M8 GMC with a 75mm howitzer.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	One light howitzer in an open turret and one pintle-mounted HMG on the turret with a 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Special Rules	- Open-topped - Amphibious



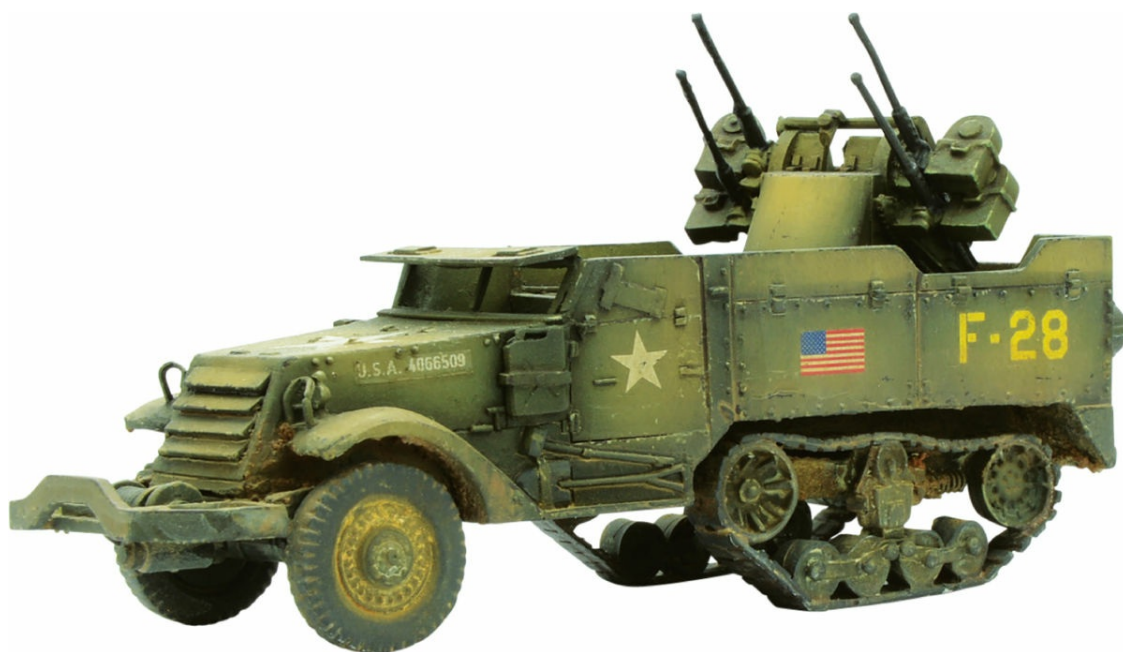
LVT(A)-4 Landing Vehicle

ANTI-AIRCRAFT VEHICLE

M16 MULTIPLE GUN MOTOR CARRIAGE

After the success of the M13 an MGMC was developed with four .50-cal. HMGs in the electronically powered Maxson quad-mount turret. Although designed to provide low-level anti-aircraft fire the vehicle was also very effective against ground targets, earning its nickname, 'The Meat Chopper'.

Cost	100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons	Four HMGs in a turret mounting
Damage Value	7+ (armoured carrier)
Options	- May add one additional pintle-mounted MMG (covering the rear arc) for +15pts
Special Rules	- Open-topped - Flak



US M16 'Meatchopper' MGMC

M19 MULTIPLE GUN MOTOR CARRIAGE

Designed as a late WWII self-propelled anti-aircraft gun, the M19 was mounted on the M-24 chassis and featured twin Bofors 40mm (1.6") guns. The M19 did not reach operational levels during WWII however they did see action during the Korean War. The M19 was primarily used in a ground defence role because the twin 40mm were excellent at stopping a mass charge of North Korean or Chinese Infantry.

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	Two turret-mounted heavy automatic cannons
Damage Value	7+ (armoured carrier)
Options	- May add one additional pintle-mounted MMG (covering the front arc) for +15pts
Special Rules	- Open-topped - Flak - Vulnerable: because of its light armour, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits).

ARMoured CARS

The US forces made little use of armoured cars in the reconnaissance role preferring to employ light tanks instead. As a result, the Chiefs-of-Staff didn't see the need for a variety of armoured cars, and the only vehicle adopted by the United States Army was the M8 Greyhound. Many of these armoured cars were sold to other nations and many found their way to the battlefield in Korea. South Korea specifically made use of armoured cars.

M8 GREYHOUND

The M8 was developed following evaluation of the armoured vehicles in service with other nations. Ford-built armoured cars rolled off the production lines in March 1943. These vehicles were highly manoeuvrable thanks to their six-wheel drive, with a weight of just 17,468 lbs. The low silhouette made concealment easy. The 37mm gun, paired with a coaxial 7.62mm machine gun, was often supplemented by a ring-mounted HMG. These trusty vehicles were used to escort prisoners, for command and control, and guarding key installations.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Weapons	One light anti-tank gun and co-axial MMG in an open turret
Damage Value	7+ (armoured car)
Options	- May add an additional pintle-mounted HMG with a 360-degree arc of fire for +25pts - May replace pintle-mounted HMG for turret-mounted flamethrower at +25pts
Special Rules	- Recce - Open-topped

M20 SCOUT CAR

The M20 Scout or Armoured Utility Car was an M8 Greyhound armoured car without a turret. Instead it was fitted with a ring mounted .50-cal. machine gun in an open superstructure. The M20 was a good reconnaissance vehicle and proved especially useful when deployed alongside tank destroyer units to flush out likely targets. It was also used as a command vehicle and even found an occasional role as a weapons carrier and troop transporter.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One pintle-mounted HMG with a 360-degree arc of fire in an open turret
Damage Value	7+ (armoured car)
Options	- May replace pintle-mounted HMG for pintle-mounted flamethrower at +25pts
Special Rules	- Recce - Open-topped



US M20 Scout Car

TRANSPORTS

M3 (M5/M9) HALF-TRACK

The M3 half-track vehicle was still in use by several nations at the outbreak of hostilities in the Korean War. The M3 was ten inches longer than the M2 and

had an access door in the rear, unlike the smaller half-track. The M3 was conceived as a troop transport from the start with seating for a full rifle squad. Its HMG was fixed to an anti-aircraft or pedestal mount for defence against aerial attack. This was later replaced by a ring-mounted HMG above the passenger seat (M3A1). A practically identical half-track was built for export and used by British, Commonwealth and Russian armies. This was produced as the M5 and M9 and the same details can also be used to represent it.

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	One pintle mounted HMG with a 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	12 men
Tow	light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May add up to three pintle-mounted MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each
Special Rules	- Open-topped

M75 ARMORED PERSONNEL CARRIER

Developed just toward the end of WWII to meet the need for the armored divisions, the fully-tracked M75 maintained a slow production line. Changes to the initial design created a vehicle that could carry ten fully equipped soldiers with a Super Bazooka, additional ammunition, and other supplies. Problems occurred when it was realized the vehicle was too tall in combat, top heavy, wasn't amphibious, and was expensive compared to other vehicles in planning and production. A small number were delivered to Korea and provided to infantry units in mid-1953.

Cost	68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons	One pintle mounted HMG with a 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	10 men
Tow	light, medium anti-tank gun; light or medium howitzer; light anti-aircraft gun
Special Rules	- Slow

M39 (T41) ARMoured UTILITY VEHICLE

Built on the chassis on the M-18 Hellcat, the M39 was designed during the later days of WWII but first saw action during the Korean War. This armored utility vehicle was used as a prime mover for 3” guns. The M39 could also be used as a troop transport, an ammo carrier, and even as medical evacuation.

Cost	69pts (Inexperienced), 86pts (Regular), 103pts (Veteran)
Weapons	One pintle mounted HMG with a 360-degree arc of fire
Damage Value	7+ (armoured carrier)
Transport	12 men
Tow	any anti-tank gun; any howitzer; any anti-aircraft gun
Options	- May add rear-facing pintle-mounted MMG for +15pts
Special Rules	- Open-topped



US M39 Armoured Utility Vehicle

JEEP

The familiar and trusty Jeep of WWII would once again answer the call of battle in Korea.

Cost	17pts (Inexperienced), 21 pts (Regular), 25pts (Veteran)
Weapons	None

Damage Value	6+ (soft skinned)
Transport	3 men
Tow	light anti-tank gun
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts, losing all transport capacity - May upgrade the MMG to an HMG for +10pts

DODGE THREE QUARTER TON TRUCK

This light 4x4 truck was used as a staff vehicle for high-ranking officers, weapons carrier, and in a variety of noncombatant roles such as ambulances and signals trucks.

Cost	25pts (Inexperienced), 31 pts (Regular), 37pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	8 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May have a pintle-mounted HMG with 360-degree arc of fire for +25pts

ONE AND A HALF TON TRUCK

The Chevrolet one a half ton truck was a classic medium sized truck and was produced in large numbers. A similarly sized vehicle was the Dodge 1 and a half tonner, an extended version of the three-quarter tonner with six wheels and 6x6 drive built to operate as a weapons carrier.

Cost	31 pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	12 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade the MMG to an HMG for +10pts

TWO AND A HALF TON TRUCK

Sometimes referred to as the 'deuce-and-a-half' the two-and-a-half-ton truck was the standard US general purpose army cargo truck used for haulage as well as troop transportation and as a prime mover for howitzers and anti-tank guns.

Cost	41 pts (Inexperienced), 51 pts (Regular), 61 pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	18 men
Tow	Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade the MMG to an HMG for +10pts



US Two-and-a-Half-ton truck

M29 WEASEL

The M29 was a small fully-tracked transport vehicle produced by Studebaker. It was originally designed for use in snow specifically to carry commando teams in Norway during WWII for attacks on the heavy water plants there. The Weasel had the useful trait of being amphibious and was adaptable to so many conditions – water, snow, sand, mud – it was useful in Korea with the ever-changing weather.

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Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Transport	3 men
Tow	Light anti-tank gun
Special Rules	- Slow - Open-topped vehicle - Amphibious (not while towing) - Low ground pressure: Part of the Weasel's success came from its wide tracks and low ground pressure. Reroll results on the Mud table if desired. Re-roll any successful hits from anti-tank mines as you would for a Pioneer unit – the Weasel's ground pressure was so low it rarely set off anti-tank mines.

M4/M5 ARTILLERY TRACTOR

These similar, fully tracked artillery tractors were designed to pull the 105mm and 155mm guns and similar antiaircraft guns. They were based on the running gear of obsolete light tanks but were not armoured vehicles. These heavy tractors were not used as tows for anti-tank guns – though they would be perfectly capable of doing so, so we allow for it should the need arise.

Cost	12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)
Tow	any howitzer; any anti-tank gun; any anti-aircraft gun
Options	- May have a pintle-mounted HMG for +25pts

DUKW AKA 'DUCK' AMPHIPIOUS TRUCK

The famous 'Duck' of WWII would make another combat appearance in Korea but not to the same extent as in the previous war. Primarily used in training troops in amphibious landings, the DUKW was used during the Pusan campaign to bring additional supplies to shore and then later, the DUKW was be used in one final combat effort at Inchon.

Cost	35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons	None
Damage Value	6+ (soft skinned)

Transport	12 men
Tow	light or medium anti-tank gun; light or medium howitzer; light anti-aircraft
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade the MMG to an HMG for +10pts
Special Rules	- Open-topped - Amphibious

LVT3C 'BUSHMASTER'

The first use of the LVT3C was the landing on Okinawa in WWII, the next amphibious assault would be at Inchon in 1950. The vehicle featured an armored cab over the crew compartment, twin .30cal MMG to the front and a ball mounted .50cal HMG to the rear. The cargo bay was very large, could hold a Jeep or nearly a platoon of soldiers. The 41 (Independent) Commando of the United Kingdom also made great use of the Bushmaster during raids on the coast of North Korea with their partners, the ROK Marine Corps. The USMC used the Bushmaster as an APC during the Korean War.

Cost	98pts (Inexperienced), 123pts (Regular), 148pts (Veteran)
Weapons	Two pintle-mounted MMGs with a 360-degree arc of fire
Damage Value	7+ (armoured car)
Transport	24 men, or a jeep or an artillery unit
Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade the MMG to an HMG for +10pts
Special Rules	- Open-topped - Amphibious

LVT4 'WATER BUFFALO' LANDING VEHICLE

Based on the LVT (A) 2. The engine was moved to the front in order to allow unloading from the rear, and the vehicle's capacity was increased to 30 men from 24. It could alternatively carry a Jeep or a gun. This is the version built in the largest numbers.

Cost	112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Weapons	Two pintle-mounted MMGs with a 360-degree arc of fire
Damage Value	7+ (armoured car)
Transport	30 men, or a jeep or an artillery unit

Options	- May have a pintle-mounted MMG with 360-degree arc of fire for +15pts - May upgrade the MMG to an HMG for +10pts
Special Rules	- Open-topped - Amphibious



US LVT4 'Water Buffalo'

LVT(A)2 ARMoured AMPHIBIOUS TROOP TRANSPORT

This version was mainly based on the original LVT2 but replaced the mild steel flooring with an armour plate. The objective was to get 18 men safely to the beach. The turret was removed in order to carry more men but the two MMGs were retained. Used successfully during the landing at Inchon in September 1950.

Cost	93pts (Inexperienced), 116pts (Regular), 139pts (Veteran)
Weapons	Two pintle-mounted MMGs with a 360-degree arc of fire
Damage Value	7+ (armoured car)
Transport	18 men
Special Rules	- Open-topped. - Amphibious

THE BRITISH COMMONWEALTH



BRITISH COMMONWEALTH ARMY LIST

In addition to the British troops, this list also covers the Commonwealth and other associated forces who fought alongside or as part of the British Army against the North Koreans and the Chinese. As such it covers Australian, Canadian, and New Zealand forces. The soldiers began the War in different parts of the Empire and then rapidly moved to converge on Korea. One brigade deployed from their base in Hong Kong. Commonwealth forces also arrived from Australia, New Zealand, and Canada. Troops of the British Empire would provide the largest contingent of Allied forces to the Korean War, second only to the United States. By the summer of 1951 three brigades were fighting in Korea, the 28th Commonwealth Brigade, the 29th Independent Brigade, and the 25th Canadian Infantry Brigade. These units would eventually become the 1st Commonwealth Division. The feats of arms performed by many of these units continue to be revered and studied by soldiers in the modern era. The possibilities to create a unique force for gaming with the historical units in this list are exceptional!

This is the official *Bolt Action Korea* Army List for the forces of Britain and the Commonwealth in the Korean War. This fuller and more detailed listing both augments and supersedes the shorter Army List included in the *Bolt Action* rulebook. Players can pick an army in either of two ways:

Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.

Instead of using the generic Reinforced Platoon selector, use any one of the [Period Selectors](#) starting in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using

the Period Selector is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine players will, on the whole, prefer to fight battles within a specific historical context, in any case simply use the appropriate Period Selector to choose your army.

BRITISH AND COMMONWEALTH SPECIAL RULES

BOMBARDMENT

British tactical doctrine called for extensive preparatory bombardment prior to any attack.

When rolling for the effects of a Preparatory Bombardment instead of rolling one die on the results chart for each enemy unit (rulebook, page 118) roll two dice and choose the best result.

ARTILLERY SUPPORT

British forces were supported by well-coordinated gun batteries and were able to call down fire to support an attack or discourage the enemy's advance.

British and Commonwealth armies can include one Regular Artillery Forward Observer for free. This officer does not count towards the limit of Observers in the reinforced platoons; he is additional and free. However, the free Observer cannot be included in a force whose selector does not include Artillery Observers in the first place (like a small Commando force, for example).

A NATIONAL CHARACTERISTIC

The British Army was far from being uniquely British and included troops from all corners of a far-flung Empire as well as national contingents from all the occupied nations of Europe.

Rather than suggest a single bonus rule to cover this whole array of fighting men, we offer a choice of one of the following special bonuses. We will not allocate a rule to each nationality – mostly because we could not bear the arguments over who was the toughest the Australians or Canadians, or who the most disciplined, who the better shots or who the most determined. So, any British army – whatever its national make-up – can choose any one of the following rules to represent it as you – its commander – chooses to see it. The

only limit is you can only choose one rule – and this rule applies to the whole army.

Up and at 'em

If the army has this rule, then any order given to make an assault is automatically treated as having been passed – the unit is assumed to have rolled whatever order die score is needed to pass its order. This rule does not apply to Inexperienced troops – including any units who start out as 'green'.

Blood Curdling Charge

If the army has this special rule, then enemy units cannot react to an Assault by shooting at them – they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced – including any units who start out as 'green'.

Tough as Boots

If the army has this special rule, then all Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die – so seven men would roll two extra dice, and ten men would roll three extra, and so on. This extra attack can be assumed to come from any of the men fighting.

Rapid Fire

If the army has this special rule, then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die – so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Vengeance

If the army has this special rule, then every Regular or Veteran unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is a Chinese tank within 12" – when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5, or 6 the

test is passed and the unit loses one pin marker; on a 1, 2, or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the Order test is taken without negative modifiers from pin markers).

HELICOPTERS

As well as the US and other UN allies, the British forces in Korea also made use of helicopters.

In mid to late war scenarios, after a forward observer has been selected, the following air roles may be used with the listed point costs deducted from the players total requisition points value before the game starts.

- Reconnaissance: 30 points for two uses. When the Air Observer is given an order dice roll a D6: on a 5+, roll a die for each Hidden enemy unit. On a 4+ the unit is spotted and immediately loses the Hidden status and counter.
- Aerial Observation: 40 points for two uses. When the Air Observer is given an order dice roll a D6: on a 5+, For the duration of the turn, all spotters and Artillery observers count as having line of sight to any unit on the table.
- MEDEVAC: 20 points for two uses. When the Air Observer is given an order dice roll a D6: on a 4+, For the duration of the turn, the range of all medics' special ability is increased from 6" to 18".

In order to remind yourself and the opponent which role you have chosen every turn, you can place a marker next to Hidden enemies, or your spotters/observers, or your medics. We find it is best to use an actual helicopter model to do so... and to make helicopter sounds as you move the model around!



British armour pushes through a Korean village



**Commonwealth Forces (Australian, British, and Canadian) by Mike Chappell © Osprey Publishing.
Taken from Men at Arms 174: *The Korean War 1950–53***

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters Infantry sections units and teams
	Field Anti-artillery

2 Artillery	tank guns
3 Vehicles	Tanks Tank Destroyers Self-propelled artillery Armoured cars Transports and tows

REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry sections

Plus

0–3 Infantry sections

0–1 Captain or Major

0-1 Veteran NCO

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–1 Sniper team

0–1 Mortar team

0–1 Flamethrower team

0–1 Anti-tank team

0–1 Field Artillery or Anti-tank gun

0–1 Armoured Car

0–1 Tank, Tank Destroyer, or Self-propelled Artillery

0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon



Under the cover of darkness British armour and infantry head to fresh positions

INFANTRY

HEADQUARTERS UNITS

OFFICER

The middle ranks of the Empire's officers were still being drawn from the upper-middle classes – men who had the opportunity for education and advancement in society. Depending on their age and from where in the Empire they originate these officers may be a slightly new breed. The years of WWII and the post-war years created a new officer corps unlike the officer corps of ten years prior. Some of these men may have been Enlisted men promoted from the ranks.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	One officer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

SEASONED NCO

The British NCO is legendary since the days of the Napoleonic Wars. A soldier in the army never wishes to cross the path of his Platoon Sergeant on a bad day and never but never, his Company Sergeant Major. The Regimental Sergeant Major is spoken of in a whisper for fear he will appear from the shadows to make life miserable for anyone in a uniform. When battle is given, and the enemy is close there is one man everyone will look to in order to steady the line and it is the NCO. Even the officers count on him to ensure the lads “stand tall and do their duty”. When this Seasoned NCO is within 6” of an officer (not Majors though – they are grizzled already) he elevates them one rank by providing them with his sagely advice. For example: a 2nd Lt acts in all ways as a 1st Lt when the Seasoned NCO is near. If the officer is killed during the game

the Seasoned NCO steps up and takes command. They will act as 1st Lt for the rest of the game.

Cost	50pts (Veteran)
Team	One NCO and up to two further men
Weapons	Pistol, submachine gun or rifle, as depicted on the models
Options	- The NCO may be accompanied by up to two 2 men at a cost of +13pts per man
Special Rules	- When this Veteran NCO is within 6" of an officer (excepting Majors), he elevates them one rank by providing them with their sagely advice. For example, a 2nd Lt. acts in all ways as a 1st Lt when the Veteran NCO is near. If all officers in your force are killed during the game, the Seasoned NCO steps up and takes command. They will act as 1st Lt for the rest of the game..

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure lightly wounded soldiers are returned to fighting fitness as rapidly as possible. When the 1st Commonwealth Division was created, the 60th Airborne Field Ambulance Platoon, almost 350 medical staff, would gather to open the MASH (Mobile Army Surgical Hospital) serving the 1st Commonwealth Division. The 60th AFAP were all volunteers from India. To reflect the improvements of combat medicine and the forward deployment of MASH units any UN unit with a medic assigned that suffers a casualty can roll a D6. On a 5 or 6 the medic saves the unit in question and they return to combat. We rate them as Regular or Veteran.

Cost	23pts (Regular), 30pts (Veteran)
Team	One medic and up to two further men
Weapons	Pistol or none as depicted on the model
Options	- The medic may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran, those of lesser ability being unlikely to find

themselves in such a position. Note the British army can include one Regular Artillery Forward Observer for free to represent the close coordination of artillery at a tactical level. Also note that the Air Observer uses the Air Chart for the [Korean War](#) presented. Additionally, refer to [here](#) for other potential uses of the Forward Air Observer.

Cost	- Artillery Forward Observer Free/100pts (Regular), 115pts (Veteran) - Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team	One Forward Observer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- The observer may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)



British forces conduct a dawn manoeuvre

INFANTRY SQUADS AND TEAMS

The British soldier survived and endured during the most bitter fighting throughout WWII. Unlike their counterparts in many other armies the British soldier has centuries of tradition to rely upon to carry the standard of his reputation. His equipment was effective and practical, even if the standard weapon – the Lee-Enfield .303 – had served his father in the previous war. Nonetheless, it was an effective and rugged weapon. It was ideally suited to

British fire methods based on rapid, aimed single-shots. A British infantry squad was referred to as a section. It normally consisted of ten men and was divided into a separate rifle group and Bren LMG group. Each section was led by a corporal armed with a rifle or pistol and included a lance corporal in charge of the Bren group. All the section members apart from the corporal carried ammunition for the Bren – 700 rounds in 25 magazines in all. In addition, all men carried grenades.

REGULAR INFANTRY SECTION (EARLY WAR)

The backbone of the British and Commonwealth armies was the regular soldier. At the start of the war they may have lacked practical experience, but were well trained professionals, and likely to be led by men who had fought for several years during WWII. The Commonwealth Brigade soldier who fought in Korea showed himself a capable force, and only added to the laurels of the distinguished history of the British and Commonwealth forces. The 3rd Royal Australian Regiment, Princess Patricia's Light Infantry (Canada), and the 1st Battalion Middlesex Regiment are such units of distinction.

Cost	50pts (Regular)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five soldiers at +10pts each - One man may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

VETERAN INFANTRY SECTION (EARLY/MID-WAR)

The defeats of the early war made veterans of Commonwealth troops the hard way. They were soon able to inflict similar losses on their foes, and as the tables slowly turned in favour of the UN forces it was the veterans who led the way. Note these are not necessarily members of elite or special units, merely those who survived the early battles and learned from this experience. A unit of renown from the Korean War is the 1st Battalion, The Gloucestershire Regiment, 'The Glorious Glosters', whose motto is "By our deeds we are

known”. In fact, by their deeds they are remembered for a dramatic feat of arms at the Battle of the Imjin River, 22–25 April 1951.

Cost	65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five soldiers at +13pts each - The NCO and another man may have a submachine gun for +3pts each - One man may have a light machine gun for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)



British Infantry Section

VETERAN INFANTRY SECTION (LATE WAR)

Veteran troops tend to acquire additional weapons, and the longer they are in the front line the more they add. Late-war sections had a tendency to end up with two Bren guns each, as well as several submachine guns. Sometimes these were issued; other times they just found their way into the unit on their own...

Cost	65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to five soldiers at +13pts each - The NCO and up to two other men may have a submachine gun for +3pts each - Up to two men may have a light machine gun for +20pts. Each LMG must have a second man allocated as a loader - The entire squad may have anti-tank grenades for +2pts per mode
Special Rules	- Tank hunters (if anti-tank grenades taken)

ROYAL MARINE COMMANDO SECTION

The famed Commando units of WWII were needed in Korea to fight a style of war not yet seen on a 'modern' battlefield. Fast, mobile and fluid situations, fighting at night, and in all manner of weather, this is the sort of situation the Commandos were created for. Unfortunately, the intelligence gathering and operational planning hadn't caught up to what these warriors needed, so they were not utilized to the fullest extent of their capabilities.

The 41 (Independent) Commando unit formed at the beginning of the war and had their first mission in October 1950. In November 1950 they went north with the USMC and became involved in the bitter fighting at the Chosin Reservoir earning a US Presidential Unit Citation. Withdrawn to refit in Japan, 41 Commando returned to Korea in April 1951 and was assigned to the new 1st Commonwealth Division until they rotated back to England in December 1952.

Cost	70pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to 5 additional soldiers at +14pts each - The NCO and any other men may have a submachine gun for +3pts each - One man may have a light machine gun (M1919A4) for +20pts. Another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Behind enemy lines: When Outflanking as described on p 119 of the <i>Bolt Action</i> rulebook, units of Commandos ignore the -1 modifier to the Order test for coming onto the table - Tough fighters - Tank hunters (if anti-tank grenades taken) - Vickers K LMG: The Vickers K gun (also known as the VGO) was a rapid firing machine gun developed for airplanes but also favoured by special forces. The Commandos used it as an infantry support weapon. A Vickers K guns shoots with +1 die compared to a regular LMG.

MACHINE GUN TEAM

A .303 Vickers water-cooled machine gun offered fire support to infantry units. This was another weapon of World War I vintage to soldier on through World War II and into Korea. It proved extremely effective at laying down continuous fire over a wide range. A typical team consisted of a lance corporal gunner, a

loader, and an ammunition bearer. They were often carried in a Universal ‘Bren’ carrier.

Cost	35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)
Team	Three men
Weapons	One medium machine gun
Special Rules	- Team weapon - Fixed

PIAT ANTI-TANK TEAM

The Projector Infantry Anti-Tank (PIAT) launcher was the British equivalent to the American bazooka. It had the same role as the main hand-held anti-tank weapon amongst infantry formations after the Boys anti-tank rifle was withdrawn. The PIAT was developed from a spigot mortar design and fired a shaped charge missile with an effective range of 100 metres against armoured targets.

Cost	28pts (Inexperienced), 40pts (Regular), 52pts (Veteran)
Team	Two men
Weapons	One PIAT
Options	- May upgrade their PIAT to a M20 Super Bazooka (Bazooka with a Penetration value of +6) for +40pts
Special Rules	- Team weapon - Shaped Charge



British Super Bazooka Team

SNIPER TEAM

Sniper duty was risky business in Korea because the opportunity to create a prepared position was often a luxury rarely afforded. The Army doctrine stressed marksmanship to each soldier and therefore each soldier could in fact serve as a

dedicated marksman on the spot, or a sniper if needed. The Chinese tactics of moving at night and avoiding contact during the day when possible also reduced the chances to employ snipers. As always, snipers in a city fight were valued.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Options	- Each man can have a submachine gun instead of a pistol for +2pts per man.
Special Rules	- Team weapon - Sniper

FLAMETHROWER TEAM

The portable flamethrower available to British forces was the Ack Pack. At 64lbs, the Ack Pack could be carried and operated by one man, though we shall give our man a companion by way of support. Fully loaded, the Ack Pack was capable of ten bursts with a two second duration. With a range of 50 yards it was a truly fearsome weapon and excelled in clearing bunkers and buildings.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	One infantry flamethrower
Special Rules	- Flamethrower - Team weapon

LIGHT MORTAR TEAM

British forces were armed with the 2" mortar for close support purposes. Two men were needed to operate it. An NCO was responsible for carrying and firing the weapon while the other carried ammunition. Weighing less than 11lbs and offering an effective range of 500 yards, these mortars were quick to manoeuvre and deploy as needed.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	Two men
Weapons	One light mortar
Special Rules	- Team weapon - Indirect fire

MEDIUM MORTAR TEAM

The 3-inch mortar was used to provide support from up to 3,000 yards dependent upon the projectile used. The 3-inch mortar was operated by a crew of three and was often transported in a Universal 'Bren' Carrier.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	Three men
Weapons	One medium mortar
Options	- May add Spotter for +10 points
Special Rules	- Team weapon - Fixed - Indirect fire

HEAVY MORTAR TEAM

The 4.2" heavy mortar was first used by the Royal Engineers in 1942. From 1943 it was employed as divisional support for infantry formations. In Korea the 4.2" would be well employed in battery fire at the battalion or brigade level, typically in batteries of four to six tubes.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	Four men
Weapons	One heavy mortar
Options	- May add Spotter for +10 points
Special Rules	- Team weapon - Fixed - Indirect fire

TOP SECRET

LAST MAJOR TANK AND FINAL BATTLES OF THE KOREAN WAR

At the end Operation *Commando* in 1951 the Jamestown Line was formed just north of the 38th parallel to make sure a "Truce Corridor" was secured and aggressively defend from the United Nations camp located near Munsan-Ni across the Freedom Bridge to Panmunjom where the peace negotiations were being held. An armoured unit designated the Everyready Force made up of units of the 1st Tank Battalion of the United States Marine Corps 1st Division, was held in standby to rush through the corridor to rescue and get these negotiators to safety in case the Chinese attempted to

create an incident and capture or kill the them. The rest of the 1st Tank Battalion and 1st Division, along with the 1st Commonwealth Division, experienced many seesaw battles in this area cumulating in the last major land grab by Chinese forces at the Battle of Samichon River 24–26 July 1953. A large force of Chinese troops attempted to win one final victory over the UN forces and take as much land as possible. The Chinese attempts were thwarted by these two UN forces using coordinated artillery and infantry strikes. It was literally only a few hours later after the last rounds impacted and shots fired in anger the Armistice Agreement was signed bringing a ceasefire to the Korean peninsula.

ARTILLERY

World War I had bolstered an already strong appreciation for artillery within the British Army, as a result it was a well-respected and relatively well supplied force. Throughout World War II the trend was to mobilise ever more guns, both in field artillery and anti-tank categories. This allowed mechanised units to retain immediate artillery support whilst maintaining their rate of advance. Infantry units included integral guns (and the gunners to handle them) and lightweight versions were developed for mountain units and paratroops. During the Korean War, the Royal Artillery and the Commonwealth artillery would earn several unit citations for effective fire, often turning the tide of a battle at a key moment much like the 16th Field Regiment Royal New Zealand Artillery at the battle of Kapyong, April 1951.

FIELD ARTILLERY

British artillery was both effective and numerous with the smaller and mid-calibre weapons providing well-coordinated close-range support. The 25-pdr is probably the iconic artillery piece of the war and would serve in the British Army for many years afterwards. Artillerymen were well trained and, in many respects, an elite force, so we treat all British gunners as Regular or Veteran.

LIGHT ARTILLERY

The standard British field gun of World War II was the 25-pdr gun-howitzer, a versatile weapon with a calibre of 3.45” (87.6mm). Pressed into action for Korea the 25-pdr gun proved up to the task again. We categorize the 25-pdr as a light field gun for our purposes – although it was really an intermediate type capable of providing close range support and longer-range indirect fire. It was also pressed into service in an anti-tank role, and we’ve allowed for this by giving it a separate anti-tank shell.

Cost	55pts (Regular), 66pts (Veteran)
Team	Three men

Weapons	One light howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer - 25-pdr AT shell: During the Korean War the 25-pdr often found itself pitched against enemy tanks and fortified positions. It was provided with an AT shell and was fired with the maximum charge over a flat trajectory to achieve the highest velocity. We give this a Pen value of +4 – the same as a light anti-tank gun. The 25-pdr can shoot either HE or AT – if put into ambush the player must specify what kind of shell is loaded.

MEDIUM ARTILLERY

Medium artillery units were primarily used for counter-battery fire against enemy artillery and were equipped with the 4.5” (114mm) or 5.5” (140mm) field guns. Such weapons would be unlikely to find themselves involved in the kind of close fighting represented in the *Bolt Action* game, unless perhaps they were to be unfortunate enough to be overrun by a rapidly advancing enemy, or the target of a raid by paratroops or other special forces.

Cost	75pts (Regular), 90pts (Veteran)
Team	Three men
Weapons	One medium howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

HEAVY ARTILLERY

Heavy artillery units in the British Army were equipped with the 7.2” howitzer (182.9mm) and the American 155mm Long Tom. The 7.2” was a stop-gap design produced at the start of the Second World War and based upon an older World War I howitzer, but it was successful enough to remain in service throughout the conflict. As with medium artillery pieces, it is extremely unlikely these weapons would be deployed anywhere near the frontline fighting.

However, it was documented these heavy pieces were occasionally fired with direct line of sight from one ridge line at another to dislodge enemy troops and mortars.

Cost	115pts (Regular), 138pts (Veteran)
Team	Five men
Weapons	One heavy howitzer
Options	- May add Spotter for +10 points
Special Rules	- Gun shield - Team weapon - Fixed - Howitzer

ANTI-AIRCRAFT GUNS

40MM BOFORS GUN

The Swedish-designed 40mm Bofors was an enormously successful design from WWII. Initially deployed with the 11th Light AA Battery, it was the only anti-aircraft weapon employed by British forces throughout the Korean War. The robust and reliable design could be used as both an anti-aircraft weapon and against ground targets with equal effectiveness. By June 1951 the Battery would transition to 4.2” mortars, keeping their Bofors on standby in the event they were still needed.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team	Four men
Weapons	One heavy automatic cannon
Special Rules	- Team weapon - Fixed - Flak

ANTI-TANK GUNS

Anti-tank weaponry was integral to most units in the British Army throughout the war. Initially, a mixture of anti-tank rifles and 2-pdrs was bolstered by stop-gap measures such as the 25-pdr field gun equipped with an anti-tank round. As the war progressed, the British developed an effective anti-tank gun with the

57mm calibre 6-pdr and finally with the mighty 76.2mm calibre 17-pdr – one of the best anti-tank guns of the war. The lack of enemy tanks provide the AT guns the opportunity to be used as indirect fire weapons and assault guns.

QF 6-PDR

The QF 6-pdr was the highly successful replacement for the 2-pdr, being copied by the Americans as the 57mm gun, M1. Its useful lifespan was extended by new developments in ammunition to improve its armour penetration capabilities.

Cost	60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team	Three men
Weapons	One medium anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

QF 17-PDR

The QF 17-pdr was originally developed to overcome more heavily armoured German tanks encountered by the British during fighting in North Africa. A few hybrid 17-pdrs on 25-pdr carriage (called ‘Pheasants’) were sent in early 1943, though the final version was not deployed until later in the year, making its combat debut in Italy. By the time of the campaign in Western Europe, it equipped the Royal Artillery anti-tank regiments. The 17-pdr was the most formidable anti-tank gun deployed by the Western Allies and was capable of penetrating more than 200mm of armour at short range using APDS shot. Its bulk and weight meant it was far less manoeuvrable than the 6-pdr, and for this reason it never replaced the lighter weapon. As part of the Royal Artillery, we treat gunners as Regular or Veteran.

Cost	140pts (Regular), 168pts (Veteran)
Team	Five men
Weapons	One super-heavy anti-tank gun
Special Rules	- Gun shield - Team weapon - Fixed

JET FIRSTS

Little did USAF Lieutenant (Lt) Russell Brown know, when he took off from his air base on 8th November 1950, he would become engaged in the world's first jet to jet combat when his Lockheed F-80 Shooting Star engaged a Soviet built MiG-15 flown by a North Korean pilot. The two aircraft met each other near the Yalu River when the USAF conducted attacks on the Sinuiju bridges. Although Lt Brown claimed he shot down the aircraft it was discovered the MiG pilot was able to get back to base. The first jet versus jet victory was scored the next day when Lieutenant Commander (Lt Cmdr) William T. Amen, commander of the VF-111 Sundowners was conducting attacks in the same area around the Sinuiju bridges. Lt Cmdr Amen was able to fire and hit a MiG-15 flown by Captain Mikhail Grachev and cause his aircraft to crash into a hill with no chance for the Captain to bail out.

In May 1951 James 'Jabby' Jabara became the first jet-to-jet ace when he shot down his fifth and sixth MiG-15 over Korea while flying a North American F-86 Sabre. Jabara was born in Oklahoma and received his pilot's wings during World War II and flew North American P-51 Mustangs and was credited with 1.5 victories in the air. He transitioned to Lockheed F-80 Shooting Star aircraft in 1948 and then began flying the F-86 soon after. He got his first air victory versus a MiG-15 on 3 April 1951. He would go on to score a total of 15 victories earning him the title of triple ace and the second highest US ace of the Korean conflict (the title of top US Ace goes to Joseph C. McConnell with 16 victories).

VEHICLES

TANKS

CRUISER TANK MK VIII CROMWELL

The introduction of the Cromwell marked the point when the British cruiser tanks finally came of age. The new tank married a superb Meteor engine with good armour and a new 75mm dual purpose main gun. In its duties as a main battle tank the speed was useful, but not essential as caution dictates tanks in combat seldom move at their top rate. This gave a great deal more firepower and resilience to the point units of the British forces, allowing them to engage enemy units rather than having to withdraw and wait for the main force to arrive.

Cost	164pts (Inexperienced), 205pts (Regular), 246pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with coaxial MMG and one hull-mounted MMG
Damage Value	9+ (Medium Tank)
Options	- May replace 75mm gun with a 95mm medium howitzer gun to make CS version at no extra cost
Special Rules	- HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks)



British Cromwell Cruiser Tank

CRUISER TANK COMET

The final British cruiser tank to see combat in World War II was the Comet. This was in many ways an up-rated Cromwell, retaining its low silhouette and improving on both armour and armament. It had more than 4" of frontal armour – the same as the much heavier American Pershing tank. The top speed of the earlier Cromwell had been widely praised, though it caused a number of problems in practice, including suspension failures and thrown tracks during high speed turns. To prevent these problems the Comet's top speed was governed to 32mph, though it was still faster than many of its contemporaries. The Comet's gun was a new weapon derived from the 17-pdr and it was the same calibre (76.2mm), it was officially known as the 77mm high velocity (HV) to avoid confusion between the two types.

Cost	355pts (Regular), 426pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (Medium Tank)
Special Rules	- The Comet's heavy frontal armour has a rating of +1 giving it the same frontal value as a heavy tank (10+)



British Comet Cruiser Tank

INFANTRY TANK MK IV CHURCHILL VII–VIII

These marks were the pinnacle of the Churchill design. Later numbered marks

were used to denote earlier vehicles being brought up to mark VII or VIII standard. Numbers manufactured: more than 7,000 of all types.

Cost	348pts (Inexperienced), 435pts (Regular), 522pts (Veteran)
Weapons	One turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	11+ (Super-heavy Tank)
Options	- May replace the 75mm gun with a 95mm light howitzer for -30pts (making the vehicle a Churchill Mk VIII) - May replace the hull mounted MMG with a flamethrower for +40pts (making a Churchill Crocodile)
Special Rules	- Slow - Mk VII only: HE: instead of using the 1" template, a HE shell uses the 2" template

CHURCHILL AVRE

In early 1951 C Squadron, 7th Royal Tank Regiment had a pair of Churchill AVREs put into action to assist with the rough terrain of Korea. The melt water from winter and the early spring rains made for tough going even across the smallest ditches and streams for vehicles, men, and, of course, the Centurion Tanks. Essentially the AVRE was a Mk III or IV Churchill with a new main gun and a host of attachments for various engineering tasks welded on. These attachments allowed the AVRE to lay tracks across soft going, to bridge small gaps, clear mines, and so on. However, in the course of a normal *Bolt Action Korea* battle, the most important change is the main armament. The AVRE is armed with a 290mm petard mortar which fires an 18kg round, specially designed to level fortifications. The 'flying dustbin' of explosives moves slow enough for it to be seen, but the effect is devastating.

Cost	290pts (Regular), 348pts (Veteran)
Weapons	One turret-mounted heavy howitzer with co-axial MMG and forward-facing hull mounted MMG
Damage Value	10+ (Heavy Tank)
Special Rules	- Slow - The Petard mortar can only be fired at targets within short range, that is within 36". It cannot be fired indirectly at all.

TOP SECRET

ONE OF THEIR OWN

During the Chinese invasion of Korea in January 1951 several British positions were over run and several Cromwell tanks of the 8th King's Royal Irish Hussars were captured. One of these was encountered and knocked out by the South Korean Marines when they landed at Inchon. During the fighting to push back this Communist incursion in February the first unit to be equipped with the new Centurion tank encountered an enemy tank near the Han River Railway Bridge. With the distance registering at 3,000 yards (1.7 miles) away it was difficult to identify the type of enemy tank but since it was to the front it was engaged by two Centurions with them both firing AP rounds and successfully blowing up the target. Upon closer inspection it was discovered this tank was one of the captured Cromwells. In a real twist of fate, the unit knocking out this tank was from the same unit, the 8th King's Royal Irish Hussars!

CENTURION

The Centurion tank began as a Cruiser type in 1943 but the design of the sloped armor elevated it to an infantry-style tank. Further developments in technology, upgraded powerplant, upgraded main gun, added stabilizer all increased the performance of the tank until the MK III quickly became the main battle tank of the United Kingdom. In November 1950 the first Centurions of the 8th King's Royal Irish Hussars, three Squadrons in total, arrived at the port of Pusan. They would later earn a place in history at the Battle of the Imjin River.

Cost	308pts (Inexperienced), 385pts (Regular), 462pts (Veteran)
Weapons	One Turret-mounted super-heavy anti-tank gun (20pdr) with coax MMG
Damage Value	10+ (Heavy Tank)



British Centurion Mk III tank

TANK DESTROYERS

M10 ACHILLES

This was simply an American M10 tank destroyer, with a 17pdr instead of the normal 3" gun. Numbers manufactured: more than 1,000 converted from M10 Wolverines.

Cost	204pts (Inexperienced), 255pts (Regular), 306pts (Veteran)
Weapons	One turret-mounted super-heavy anti-tank gun
Damage Value	8+ (Light Tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- Open-topped

ARMoured CARS

ACV-IP

The India Pattern Carrier had several roles during WWII but in Korea the role fulfilled was with the Royal New Zealand Artillery. These armoured cars served as platforms for Forward Observers. The heavily sloped thick armour plating on the front and side made the armoured car nearly immune to heavy machine gun fire. The vehicle was rather fast on flat ground, reaching close to a top speed of

80km/h.

Cost	48 pts (Inexperienced), 60 pts (Regular), 72 pts (Veteran)
Weapons	One forward-facing hull-mounted LMG
Damage Value	7+ (armoured car)
Options	- Add a pintle-mounted LMG for +10pts - Replace forward-facing LMG with Boys anti-tank rifle for +10pts
Special Rules	- Recce - Open-topped

DAIMLER ARMoured CAR

The Daimler armoured car came from the same design works as the successful Daimler Dingo and was based on a similar layout, albeit somewhat enlarged. The turret was taken off the Tetrarch light tank and saw much more combat on the armoured car than it ever would on the tank.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	One turret-mounted 2-pdr light anti-tank gun with coaxial
Damage Value	7+ (armoured car)
Special Rules	- Recce



British Daimler Armoured Car

DAIMLER DINGO

The Dingo was a compact scout car, popular for its speed, low silhouette, and unusually heavy armour for such a small vehicle (we have given it the same armour value as a light tank to reflect this). As befitted their role, Dingos carried no more weaponry than a Bren gun, relying instead on their small size and speed to keep them out of danger.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)
Weapons	One forward-facing LMG
Damage Value	8+ (Light Tank)
Special Rules	- Recce - Open-topped



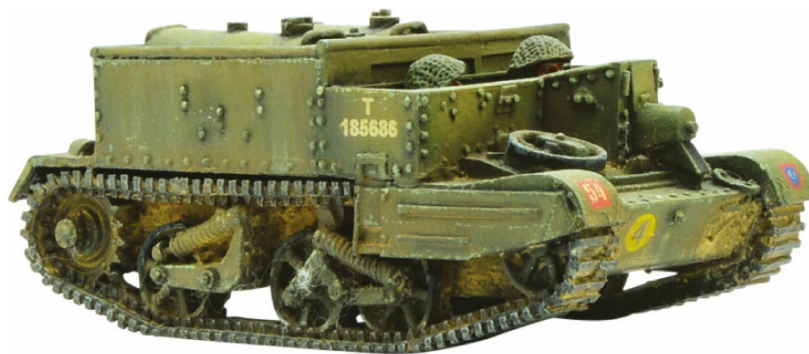
British Daimler Dingo Scout Car

AEC HEAVY ARMoured CAR MARK I-III

The AEC armoured car combined levels of protection normally found on a tank with a conventional armoured car design. The difference in marks is a change in turrets to repeatedly up-gun the vehicle. Initially the turret was simply taken intact from a Valentine, and some reports suggest Crusader turrets were used as field modifications during WWII.

Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
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Weapons	One turret-mounted light anti-tank gun with coaxial MMG
Damage Value	8+ (Light Tank)
Options	- Replace the light anti-tank gun with a 6-pdr medium anti-tank gun at +20pts (making the vehicle a Mark II) - Replace the anti-tank gun with 75mm medium anti-tank gun at +30pts (making the vehicle a Mark III)
Special Rules	- Recce - HE: instead of using the 1" template, a HE shell uses the 2" template (75mm gun tanks)



British Wasp Flamethrower Carrier

TRANSPORT AND TOWS

BREN CARRIER

Properly called the Universal Carrier, this was a fully tracked weapons and personnel carrier and one of the most distinctive and useful transports used by any side during the Second World War. This entry is also used for all the similar Loyd carriers. It was also used as an artillery tractor for the 6-pdr gun.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons	One forward-facing hull-mounted LMG
Damage Value	7+ (Armoured Carrier)
Transport	Five men
Tow	Light or medium anti-tank gun
Options	- Add a pintle-mounted LMG for +10pts - Add Flamethrower configuration to create the Wasp for +30pts
	- Open-topped - Turn on the spot: The universal carrier can turn on the spot enabling it to execute a full speed run rate 'reverse', finishing the move facing in the direction

Special Rules	of travel. May not use if towing - Wasps may not transport nor tow – they're too busy flinging flaming petrol around!
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M3 (M5/M9) HALF-TRACK

The M3 half-track vehicle was still in use by Canadian Forces in the Korean War. The M3 had multiple configurations; casualty evacuation, troop transport, and forward observation. The M3 was conceived as a troop transport from the start with seating for a full rifle squad. Within the Commonwealth Division there were no mechanized units, however, there were units that could have opted to be motorised using the M3 (M5/M9).

Cost	79pts (Inexperienced), 99pts (Regular), 119pts (Veteran)
Weapons	One pintle mounted HMG with a 360-degree arc of fire
Damage Value	7+ (Armoured Carrier)
Transport	12 men
Tow	Light, medium, or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun
Options	- May add up to three additional pintle-mounted MMGs (one covering the left arc, one covering the right arc and one covering the rear arc) for +15pts each
Special Rules	- Open-topped



US M3 Half Track

CHINESE PEOPLE'S VOLUNTEER ARMY



THE PEOPLE'S REPUBLIC OF CHINA – PVA ARMY LIST

China's entry into the Korean War in October 1950 on the side of North Korea was unexpected and unpredicted until just months prior to their first troop movements. China had gone through major upheavals over the previous fifty years with near constant conflict or warfare occurring. The end of two millennia of an imperial dynastic style of governing China led to competing powers and eventually civil war.

China became a Republic after the demise of the last Chinese emperor in 1911. The defeat of China in the First Sino-Japanese War brought down the last emperor. Provincial leaders began to compete to become sole ruler, raising private armies to fight for power. This period of Chinese history is known as the Warlord era. The Kwangtung province rose to prominence, giving birth to the Kuomintang (the Chinese Nationalist Party or KMT). The Nationalists grew in strength and popularity, pushing anticommunist policies and an anti-foreigner agenda. The Nationalists took control of all provinces south of the Yangtze River and embarked on the Northern Expedition to bring northern warlords under the Nationalist banner. This was achieved with a mixture of war and negotiation. Some warlords became client states and allies of the Nationalists, while others allied with the Japanese puppet state in Manchuria. In 1927 the KMT 24th Division mutinied and gave birth to the army of the Chinese Communist Party (CCP). The CCP was hunted down by the KMT and driven into the south eastern mountains from where they waged a guerrilla war against the Nationalists. The Second Sino-Japanese War (1937–1945) led to a suspension of fighting between the KMT and CCP during an alliance known as the Second United Front. The CCP agreed to fight under Nationalist command in exchange for uniforms, weapons, and supplies. The agreement was in name only. The CCP ignored orders from the KMT and refused to engage in conventional fighting with the Japanese, preferring to stick to guerrilla warfare. As a result, the CCP were denied access to heavy weapons and vehicles.

Widespread dissatisfaction with a corrupt Nationalist government and its conduct during the war meant the communists found many new recruits in recently liberated regions. CCP membership in 1945 was up to 1.2 million from 100,000 in 1937. Ignoring the Yalta agreement, the Soviet Union allowed stockpiles of captured Japanese weaponry and equipment to fall into communist hands in Manchuria. The scene was set for another Chinese civil war between the Nationalists and the CCP. This conflict was marked by the inability of the Nationalists under Chiang Kai-shek to maintain local alliances, while the Communist forces under Mao Zedong made fewer tactical errors while building up a huge army of peasants and conscripts. The US backed the Nationalist during this second period of civil war. The CCP condemned the US for fostering and supporting the Nationalist forces during the civil war. The financial and logistical support of the US kept the war going longer than expected. Within four years the Nationalists were beaten and retreated to the island of Formosa (Taiwan). China emerged as a powerful Nation but economically weak from more than two decades of warfare. China was finally unified under the red banner of Communism. Rebuilding the nation and the economy began very late in 1949 and was progressing at a slow pace while the new Chinese government closed itself off from the world during a short era of consolidation. One year after the end of the Chinese Civil War, in 1949, the Chinese government would be in a situation of watching neighbouring North Korea come close to collapse under the attack of imperial capitalists led by the United States. The Chinese sent a diplomatic warning through the Indian ambassador to the US government not to cross the 38th Parallel or face Chinese assistance for North Korea. The warning was brushed aside, the intelligence was ignored and in November 1950 the UN forces were brutally pushed back from the Yalu River by the 'volunteers' of the Chinese Army. The Chinese army, numbering more than 130,000 crossed the Yalu River under the name of the Chinese People's Volunteer Army (PVA). Five years after WWII every major and minor power on the planet would be fighting, inching ever closer to a potential nuclear war, all in a small country – Korea.

This is the official *Bolt Action Korea* army list for the forces of China in the Korean War. Players can pick an army in either of two ways:

Use the Chinese People's Volunteer Army Reinforced Platoon, presented

below, in conjunction with the army list in this book.

Instead of using the generic Chinese People's Volunteer Army Reinforced Platoon selector, use any one of the Period Selector starting [here](#) in conjunction with the army list given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Period Selector is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine players will, on the whole, prefer to fight battles within a specific historical context, in any case simply use the appropriate Period Selector to choose your army.



Chinese PVA by Mike Chappell © Osprey Publishing. Taken from *Men at Arms 174: The Korean War 1950-53*

CHINESE PEOPLE'S VOLUNTEER ARMY REINFORCED PLATOON

- 1 Communist Officer
- 2 Infantry Squads, Guerrilla Cells, or Cavalry Troops.
- 1 Political Officer

Plus:

Headquarters

0–1 Communist Captain or Major
0–1 Medic Team
0–1 Forward Artillery Observer

Infantry

0–7 Infantry Squads: Conscript Squad, Infantry Squad, 0–2 Guerrilla Cells, maximum of one Engineer Squad
0–2 Scout Teams
0–1 Infiltration Squad
0–1 Cavalry Troop or Mongolian Cavalry Troop
0–1 Machine Gun Team
0–1 Heavy Machine Gun Team
0–1 Light or Medium Mortar Team
0–1 Heavy Mortar Team
0–1 Flamethrower Team
0–1 Bazooka Team
0–1 Sniper team

Artillery

0–1 from: Anti-Tank Gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-3 anti-tank gun, BS-3 Anti-tank gun; Field Artillery: 57mm M18, Light, Medium or Heavy Howitzer.
Armoured Cars
0–1 Captured UN light vehicle (examples: M20 Armoured Car, M3A2 Half-track, Universal Carrier, and Daimler Armoured Car)

Tanks

0–1 from: T-34/85 and Captured UN Tank (Sherman, M-26 Pershing, M-46 Patton, Cromwell, Centurion)
Transport and Tows
0–1 Transport vehicles per unit from: Buessing-NAG truck, horse-drawn limber, mule team.

TOP SECRET

BUGLES

The Chinese made extensive use of bugles, small snare type drums, horns, rattles, and other musical instruments as a means of communication during offensive and defensive operations. Initially, this was incredibly disturbing to UN forces hearing all these odd noises at night on the battlefield. Oddly, the Chinese were not using these instruments in a psychological warfare role, but they had an impact on soldiers just the same. In the early part of October and through to March, the Chinese held this advantage until the UN forces understood that these were a means of communication.



Ambush! US Armour is set upon by Chinese troops

CHINESE SPECIAL RULES

CONSCRIPT LEVY

As Chinese armies endured severe casualties during the initial engagements of 1950, they would recruit a levy force from the local populace. The CCP also incorporated recently captured soldiers of the Chinese Civil War. Though trained, their loyalty and dedication to the Communist Party caused doubt for Army leadership. Locally conscripted levies were not well trained and fortunate if they were issued a rifle. Any Chinese army may include a free twelve-man Conscript Squad. This free rifle squad is in addition to units chosen from whatever Selector is used.

SPARROW TACTICS

The People's Volunteer Army was a lightly armed and highly mobile infantry force. To make up for their lack of heavy equipment and firepower the Communists used stealth and speed to strike at their enemies. All communist Regular and Veteran infantry units may make a move of up to 8" after both sides have finished set-up, but before the first turn of the game. Note that this rule cannot be used by units that have already used other special rules to Set-up unconventionally (like Observers/Snipers), but only by units that Set-up as normal.

FLAG

One man (excluding the officer in any officer team) can replace all of his weapons with a flag for +25pts, gaining the Rally to the Colours special rule.

Rally to the Colours: All friendly infantry and artillery units within 12” of the flag-bearing model can re-roll (once) failed Order tests when ordered to Rally. In addition, if the Rally Order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a *Down* or *Ambush* order dice on it, the flag is kept hidden and has no effect.

SHORT ATTACK

To reflect the myth of the Human Wave tactic used by the PVA, any time a Chinese Officer is activated and uses the ‘You men Snap to’ rule ONLY on infantry units, they can take one extra die from the bag.

INFANTRY

HEADQUARTERS UNITS

The Armies of China allows players to choose a unique force and it will offer a challenge to play for the owner and the opponent. You may choose some new and interesting options for your Communist army. Make no mistake, this is an infantry fighting force, relying on infiltration, scouting and attacking at the proper moment at the most opportune location on the board. Conversely, if you are needing to defend your position then make use of every resource you have available to halt the UN aggressors. In some cases, you will find some unusual restrictions; for instance, Communists may not take tanks or medium and heavy artillery in large numbers or of varied designs. You will have no ground aircraft for support at the start of the war, little to no armour support and limited artillery – but you will have a vast amount of manpower to call upon!



PVA Headquarters Team

COMMUNIST OFFICER

The Chinese Communist Party (CCP) and Army officially formed when the Nationalist 27th Infantry Division mutinied against the KMT government in 1927. Led by Mao Zedong, the Communist army fought a short war against the Nationalists and was almost defeated. It was forced to withdraw to the mountains in the famous Long March and rebuild. Officers of the CCP army were selected on past military experience and political ideology. CCP army officers did not carry swords like Japanese officers. Officers had titles, not rank;

for example, Platoon Commander or Company Commander, rather than Lieutenant or Captain. We will still provide ranks to clarify point values in game terms.

Cost	- Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) - First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran) - Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran) - Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team	One officer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models.
Options	- The officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), +13pts per man (Veteran). One man can replace his weapons with a flag for +25pts.

POLITICAL OFFICER

The Chinese Communist Party army followed the Soviet practice of educating soldiers with communist ideology. Political officers were employed and deployed with combat troops to educate, motivate and monitor behaviour. Signs of cowardice and anti-communist thoughts were dealt with brutally. If you choose a generic Platoon Selector you may take a political officer instead of a Major or Captain. The Political Officer at the platoon level is new to his position and lacks experience and is therefore rated as Inexperienced.

Cost	15pts (Inexperienced)
Team	One Political Officer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted by the model
Options	- A political officer may be accompanied by up to two men at a cost of +7pts per man (Inexperienced)
Special Rules	- Not One Step Back!

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field.

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Cost	Medic 25pts (Regular), 30pts (Veteran)
Team	One Medic and up to two further men
Weapons	Pistol or none as depicted by the model
Options	- The medic may be accompanied by up to two men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward Observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines. The PVA moved a limited amount of artillery into the Korean theatre. Chinese Forward Observers are rated as Veteran. The Chinese Army does not field Forward Air Force Observers.

Cost	Artillery Forward Observer 115pts (Veteran)
Team	One Artillery Forward Observer and up to two further men
Weapons	Pistol, submachine gun, or rifle as depicted on the models.
Options	- The Artillery Forward Observer may be accompanied by up to two men at a cost of +13pts per man

INFANTRY SQUADS AND TEAMS

INFANTRY SQUAD

The basic structure of a Chinese infantry squad had undergone significant reorganization in 1949 following the conclusion of the Chinese Civil War. At various times during WWII the squad was as large as 14 soldiers. Attrition of unfit soldiers, a lack of weapons and a lack of officers and NCOs forced the Chinese Army Headquarters to reduce the size of a squad. Captured documents and information gathered from Chinese POWs indicated the average squad in an infantry regiment by January 1951 to be ten soldiers armed with rifles and grenades. A Chinese infantry squad consists of 10 men led by a Corporal. Submachine guns were uncommon, but some units were issued with Soviet PPSH-41s. The Czechoslovakian-designed and locally made Zb vz. 26 served as the squad light machine gun. The remaining riflemen carried the Hanyang 88 rifle. Following the first and second offensives the PVA reorganized the rifle company only to further reorganize for the last major offensives of the war.

Cost	50pts (Regular), 65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to seven additional men +10pts each (Regular), +13pts each (Veteran). - The NCO can replace his rifle with a submachine gun for +3pts - Up to one man may have an LMG for +20pts. Another man becomes the loader. - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Tank Hunters (if anti-tank grenades option is taken)

CONSCRIPT SQUAD

A large portion of the Chinese PVA was made up of conscript peasant soldiers and soldiers captured during the Civil War. Some soldiers had actually surrendered during the Civil War and were forcibly conscripted. Loyalty and capability remained in question for these conscript squads. Some soldiers had very little military training and were armed with rifles and shoulder satchels full of grenades. These units proved to be unpredictable in battle, some fought with distinction, while others needed more encouragement from a political officer.

Cost	49pts (Inexperienced)
Team	One NCO and six men
Weapons	Rifles
Options	- Add up to five men at +7pts each - May be given the Shirkers special rule for a reduction of -3pts per man.
Special Rules	- Green - Shirkers

SUBMACHINE GUN SQUAD

Much like their Soviet counterparts, the CCP Army learned the valued lessons of massed assaults with submachine guns. In a PVA rifle company, two submachine squads were in the company headquarters, providing firepower when needed. These submachine gun squads served as scouts, point security, lead in the attack, and could also be divided out if the commander needed. A mix of weapons were issued, the standard PPSH and the US Thompson submachine gun from WWII.

Cost	70pts (Regular) or 80pts (Veteran)
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Team	One NCO and four men
Weapons	Submachine guns
Options	- Add up to four men with SMGs at +14pts each (Regular) or +17pts each (Veteran) - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Fieldcraft: this unit counts rough terrain as open for movement purposes in Turn 1 of the game - Tank hunters (if anti-tank grenades taken)

GRENADIER SQUAD

The Chinese made great use of the tactic to infiltrate enemy positions whenever possible by the use of Stealth. Dedicated teams of brave men armed only with satchels of grenades would initiate assaults by lobbing as many grenades as they could towards UN Forces. These grenadiers would be followed in close support by assault squads giving rise to the myth of the human wave attack. This unit is reflected in the following Table.

Cost	50 pts (Inexperienced), 65 pts (Regular) 80 pts (Veteran)
Team	One NCO and four men
Weapons	Grenades
Special Rules	- Field craft: During set-up, any Grenadier Squad using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all Grenadier Squads treat all Rough Ground and Obstacles as Open Ground for the purposes of movement. - Grenades: same characteristics as pistols as listed on page 62 of the <i>Bolt Action</i> rulebook.



The Chinese counter-attack at Pakchon

ENGINEER SQUAD

The infantry formations were supported by the doctrine of the machine gun as the backbone of infantry firepower and the Engineers working side by side in the attack and defence. Pioneers supported the Chinese fighting right from the outset, building bridges and fortifications, creating and removing minefields, and of course all manner of demolitions. Engineering units were either attached to infantry battalions from engineering companies or formed an organic part of an assault formation. Specialized engineering units also existed for operations such as tunnel warfare and emplacement of artillery and anti-tank guns. Chinese Engineer squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook or any Reinforced Platoon. In an Infantry Regiment the engineer squads tended to be as large as 15 men and added value to any engagement. A maximum of one Chinese Engineer squad may be taken per Reinforced Platoon.

Cost	50pts (Regular), 65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
	- Add up to five men with rifles at +10pts (Regular) or +13pts (Veteran) - The NCO may have a submachine gun instead of a rifle for +3pts

Options	- One man may have a light machine gun for +20pts. Another man becomes the loader - One man can have a flamethrower instead of a rifle for +20pts. Another man becomes the assistant - Up to three men can have light demolition charges for +3 per man or heavy charges for +5 per man - Up to three men can be equipped with demolition charges for +5pts per man
Special Rules	- Tank hunters (if anti-tank grenades taken) - Demolition Charge: The demolition charge must start the turn adjacent to the target and must be given a Fire order to detonate it. These charges are a one time use weapon. Light demolition charges kills crews on a 5+ die roll and destroys the fortification on a die roll of a 6. Heavy demolition charges kills crews on a 3+ die roll and destroys the fortification on a die roll of a 5.

GUERRILLA CELL

The communists operated guerrilla cells continuously behind UN lines. These highly mobile and motivated forces used local knowledge to strike hard and fast at targets before melting back into the countryside. Guerrilla Platoons could wear standard uniforms or civilian clothing. They were armed with a variety of small arms from US, British, German, Chinese, Soviet, and Japanese sources. Communists and ROK cells spent as much time stalking and fighting each other as they did fighting uniformed opponents.

Cost	27pts (Inexperienced), 36pts (Regular), 45pts (Veteran)
Team	One Cell Leader and two men
Weapons	Rifles
Options	- Add up to six guerrillas +9pts (Inexperienced), +12pts (Regular), +15pts each (Veteran) - Up to nine men may replace their rifle with a pistol for -3pts each - Up to three men may replace their rifle with a submachine gun for +3pts each - One man may have an LMG for +20pts. Another man becomes the loader - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Field craft: Guerrillas made good use of terrain to spring surprise attacks. During set-up, any guerrilla cell using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all guerrilla cells treat all Rough Ground and Obstacles as Open Ground for the purposes of movement. - Forward Position: A guerrilla cell count as Observers/Snipers for Set-Up purposes (see page 118 of the <i>Bolt Action</i> rulebook) - Infiltration: When Outflanking, as described on page 119 of the <i>Bolt Action</i> rulebook, a guerrilla cells ignore the -1 modifier to the Order test for coming onto

	the table. - Tank Hunters (if anti-tank grenades option is taken)
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CAVALRY TROOP

The Chinese had maintained horse breeding stations left over from WWII and the Civil War. Horses were mainly bred for transport, however a number of Mongolian ponies were bred for use by cavalry units. The Communists preferred to use the larger Ningxia ponies. Chinese cavalry is rated as regular in *Bolt Action*.

Cost	60pts (Regular)
Team	One NCO and four men, all mounted on horses
Weapons	Cavalry carbines and swords
Options	- Add up to 5 men with rifles +14pts each - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Cavalry - Tough Fighters - Tank Hunters (if anti-tank grenades option is taken) - Carbines: Count as pistols when fired from horseback, and as rifles when fired dismounted

MONGOLIAN CAVALRY TROOP

Mongolian cavalry were lightly equipped with few modern weapons beyond the ubiquitous bolt-action rifle and sabre. However, they were also extremely hardy and adept, born to a life in the saddle with an ancient and proud tradition as horsemen, so we rate their experience level as veteran.

Mongolian cavalry counts as an infantry unit for the purposes of the generic Chinese People's Volunteer Army Reinforced Platoon.

Cost	80pts (Veteran)
Team	One NCO and four men, all mounted on horses
Weapons	Rifles and swords
Options	- Add up to five mounted men with rifles and swords for +16pts each - The entire squad can be given anti-tank grenades for +2pts per man
Special Rules	- Born in the Saddle: They can fire their rifles from horseback as well as when on foot. - Tough Fighters

	- Tank Hunters (if anti-tank grenades option is taken)
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SCOUT TEAM

All armies utilized scout teams and the Chinese were no exception. Scout teams reconnoitre ahead of the main body of troops and scout the best paths and warn of approaching enemies. Scouts had the duty of locating front line positions, heavy weapon positions, defensive weak points, and then lead assault units into forward positions in preparation for the attack. Scouts also worked in tandem with engineers to disable roadblocks and prepare weak points for demolition.

Cost	45pts (Veteran)
Team	One NCO and two men
Weapons	Rifles
Options	- Any scout may exchange their rifle for an SMG for +3pts (SMGs count as pistols when fired from horseback) - Any scout team may upgrade to mounted on horseback for +2pts per man
Special Rules	- Behind Enemy Lines: When making outflanking manoeuvres scouts ignore the -1 modifier to their order test to arrive. - Carbine: Rifle becomes a carbine if mounted option taken (count as pistols when fired from horseback, and as rifles when fired dismounted).

NIGHT INFILTRATORS

Throughout the entire war, the forces of China often favoured attacking at night to use the cover of darkness to mask their intentions until the latest possible moment. This could also be combined with using small, lightly armed infiltrator units to sow confusion behind enemy lines by carrying out attacks in the heart of enemy positions or eliminating defensive emplacements or command units. 0–2 Night Infiltrators can be used in the generic Reinforced Platoon Selector from the *Bolt Action* rulebook.

Cost	33pts (Regular), 42pts (Veteran)
Team	One NCO and two men
Weapons	Rifles
Options	- Add up to three men with rifles at +11pts each for Regular, or +14pts each for Veteran - The entire squad may be Tough Fighters for +1pt per model

Special Rules	- Tough fighters (if taken) - Forward deployment. Chinese Night Infiltrators may use the forward deployment rules for observers and snipers (<i>Bolt Action</i> rulebook, p.118).
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LIGHT MACHINE GUN SQUAD

The PVA typically did not man and operate light machine gun squads, but they had the equipment and the manpower to create light machine gun squads. These squads would function and serve for a specific mission; an attack or an assault on a location or a defence if needed. The Russian DP style, featuring the 40 or 60 round circular drum magazine (nicknamed the ‘Record Player’) was the standard weapon of choice for these squads after receiving over 5,000 of them from the Soviet Union to help the Chinese Communists fight in the Chinese Civil War.

Each squad included a light machine gun and one of the ordinary squad members would act as its loader –The rest of the unit carried either bolt action or semi-automatic rifles and all would carry grenades. A second LMG could be assigned to the squad to increase firepower.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	One NCO and four men
Weapons	Rifles
Options	- Add up to seven soldiers with rifles at +7pts each (Inexperienced) or +10pts each (Regular) or +13pts each (Veteran) - The NCO may have a submachine gun instead of a rifle for +3pts - Up to two men may have an LMG for +20pts each. For each LMG included another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades taken)

MEDIUM MACHINE GUN TEAM

The Type 24 machine gun was a Chinese produced copy of the MG08/15 Maxim machine gun. The Chinese would make use of captured US .30cal MMG and make copies of the .30 cal.

Cost	35pts (Inexperienced), 50 pts (Regular), 65pts (Veteran)
Team	Three men

Weapons	One medium machine gun
Special Rules	- Team Weapon - Fixed



PVA Medium Machine Gun Team

HEAVY MACHINE GUN TEAM

The DShK 12.7mm belt fed machine gun was a Chinese produced copy of the standard Russian heavy machine gun of WWII. This weapon was comparable to the US M2 .50-cal machine gun. The gun proved to be a reliable support weapon in an anti-personnel, anti-armour and anti-aircraft weapon, when pintle-mounted, role. The weight of the weapon and the belt fed ammo meant this machine gun had to be transported by limber or vehicle. Limited in numbers, there were only three of these in an infantry battalion.

Cost	49pts (Inexperienced), 70 pts (Regular), 91 pts (Veteran)
Team	Four men
Weapons	One heavy machine gun
Options	- Gun Shield: if taken +5pts - Pintle-mount: the HMG can have a pintle-mount tripod for +5pts
Special Rules	- Team Weapon - Fixed - Flak (if pintle-mounted) - Gun Shield (if fitted)

FLAMETHROWER TEAM

The Chinese used flamethrowers in relatively large numbers during the early battles of the Second Sino-Japanese War. The success of the weapon system demonstrated the effectiveness in pushing defenders out of a fortified position. Flamethrowers were sourced from Germany and later from the Western Allies, the Soviet Union, and captured from the Japanese. Flamethrower teams may be

used in an infantry squad or an Engineer squad as an attachment.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	One infantry flamethrower
Special Rules	- Flamethrower - Team Weapon

BAZOOKA TEAM

The 2.36" American Bazooka was easily copied and widely used during and after WWII. The older and original version was very effective against the tanks and fortifications of the Chinese Civil War but near useless against heavier US tanks. The Bazooka could still take out or damage the M24 Chaffee and the various M4 Shermans.

Cost	42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	Two men
Weapons	One Bazooka
Special Rules	- Team weapon - Shaped Charge

SNIPER TEAM

The PVA made use of sharpshooter experience gained from their years of experience fighting the IJA occupation forces and fighting during the Civil War. Snipers employed a variety of Soviet and Chinese made weapons during the war.

Cost	50pts (Regular), 65pts (Veteran)
Team	Two men
Weapons	sniper has a rifle and a pistol, spotter has a pistol
Special Rules	- Team weapon - Sniper

LIGHT MORTAR TEAM

The PVA had a variety of light mortars ranging from the Soviet 50mm mortar to the captured Japanese Type 10 and Type 89 knee mortars. Later in the war

the Chinese made a very effective copy of the US 60mm mortar. Each Rifle Company had three 60mm mortars to form a single platoon battery.

Cost	24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	Two men
Weapons	Light mortar
Special Rules	- Team weapon - Indirect fire

MEDIUM MORTAR TEAM

The Chinese had a fair number of medium mortars in the infantry battalion, typically utilizing the Russian model 82mm and the 81mm Brandt Mle 27/31 medium mortar. The Chinese PVA formed small batteries of three tubes in an infantry battalion's weapons company and six tube batteries in a battalion mortar company.

Cost	35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran)
Team	Three men
Weapons	One medium mortar
Options	- May add a Spotter for +10pts
Special Rules	- Team Weapon - Fixed - Indirect Fire

HEAVY MORTAR TEAM

The PVA used the 120mm mortar with a range of about 6,000 yards. Although even heavier mortars were produced, these were the same breech-loading WWII Soviet model weapons the North Koreans had in their inventory. The PVA had a mixture of heavy mortars from different nations collected over many years of war. This very effective mortar could be broken down into three parts and transported by pack animal making it highly mobile. Mobility was critically important for these systems in the mountains of North Korea.

Cost	46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team	Seven men
Weapons	One heavy mortar

Options	- May add Spotter for +10 points
Special Rules	- Team weapon - Fixed - Indirect fire



PVA Medium Mortar Team

ARTILLERY

FIELD ARTILLERY

TYPE 41 75MM MOUNTAIN GUN

The Japanese Type 41 mountain gun was a light artillery piece that could be easily broken down and carried by men, mules, or horses. A common weapon used in China during the revolution and the civil war, large numbers were captured and later used against the UN forces during the Korean War.

Cost	36pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Three men
Weapons	One light howitzer
Options	- May add up to two loaders for +5pts each - May add a spotter for +10pts
Special Rules	- Gun Shield - Team Weapon - Fixed - Howitzer

75MM M1A1 PACK HOWITZER

The small calibre 75mm M1A1 was a light pack howitzer widely used during WWII and the civil war in China. This was the same 75mm used by US Airborne forces in WWII. Chinese Nationalists were initially supplied with this weapon by the Americans for use in the Burma campaign. The 75mm M 1A1 proved highly effective in the mountains of Korea when available.

Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Team	Three men
Weapons	One light howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Howitzer

15CM SFH18 HEAVY HOWITZER

The German-supplied 15cm sFH18 heavy howitzer was the heaviest artillery piece the Chinese Army possessed, having purchased 48 in the mid-1930s. The weapon could be towed by a team of eight horses or a heavy artillery tractor. Rare availability of this weapon didn't mean it wasn't devastating when used.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team	Five men
Weapons	One heavy howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team Weapon - Fixed - Gun Shield - Howitzer

RECOILLESS ARTILLERY

Two recoilless guns were assigned to the battalion weapons company forming a platoon. Identical to the US 57mm M18, this weapon was obtained indirectly and then copied. The PVA used the recoilless rifle to halt the more lightly armoured UN. tanks and to break open defensive positions.

57MM M18

Cost	30pts (Regular), 36pts (Veteran)
Team	Three men
Weapons	One light howitzer
Options	- May add a spotter for +10pts
Special Rules	- Team weapon - Fixed - Howitzer

ANTI-TANK GUNS

45MM MODEL 1937 ANTI-TANK GUN

The Soviet-produced 45mm Model 1937 light anti-tank gun was based on the

German 37mm PaK 36 design. The AT gun looks much the same as a PaK 36 or PaK 40 constructed and housed on the same carriage.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team	Three men
Weapons	One light anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

M-42 ANTI-TANK GUN

The Soviet-produced 45mm M-42 was first used during the Eastern Front fighting in 1942. Modification of the barrel allowed for higher velocity and greater penetration at close, usually point blank, range. Not as effective as a larger calibre weapon, the M-42 was still useful against lighter armoured vehicles and defensive positions

Cost	46pts (Inexperienced), 58pts (Regular), 70pts (Veteran)
Team	Two men
Weapons	One light anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield - Improved ballistics: At short range an M-42 ATG adds +1 to its penetration value

TOP SECRET

BATTLE OF TRIANGLE HILL

With the autumn of 1952 approaching and the peace talks stalling, the United Nations started to plan their next major offensive. Triangle Hill, less than 20 miles north of the 38th Parallel, was strongly held by China's PVA and was chosen as the next likely area to attack. After two days of intense air strikes South Korean and American forces attacked the hill. The Chinese forces took a heavy beating but were able to maintain their supplies and reinforcements through a series of tunnels that had been dug all through the hill. After two months of back and forth battles, with the hill often changing hands, the American commander, General James Fleet, called it off. After the fighting stopped, no real gains had been made by the UN forces and, because of the high casualty rate, there were no more major offensives for the rest of the conflict.

ZIS-3 ANTI-TANK GUN

Late in the war the Soviets began sending surplus equipment and munitions to communist forces in northern China in preparation for a Soviet attack on Japan. The Zis-3 76.2mm rapid-firing semi-automatic anti-tank gun fired 25 rounds a minute and was originally designed to penetrate heavy German armour. The Zis-3 is capable of being horse drawn and can be used as an AT gun or a howitzer.

Cost	60 pts (Inexperienced), 75pts (Regular), 90 pts (Veteran)
Team	Four men
Weapons	One medium anti-tank gun and light howitzer
Special Rules	- Team Weapon - Fixed - Gun Shield - Versatile: the ZiS-3 can also fire as a light howitzer.

BS-3 ANTI-TANK GUN

Formerly a Soviet naval anti-aircraft gun, the BS-3 100mm saw use at the close of WWII as an anti-tank gun. The gun was less effective as an artillery piece than the 122mm A-19 howitzer. Fielded alongside the ZiS-3 in artillery regiments, the 100mm BS-3 was the largest anti-tank gun the Chinese used during the Korean War.

Cost	88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team	Five men
Weapons	One heavy anti-tank gun
Special Rules	- Team Weapon - Fixed - Gun Shield

ANTI-AIRCRAFT GUNS

The PVA didn't deploy with dedicated anti-aircraft assets. Most of the time they used what they had captured and could make in the field, so there are no specific listed weapons.

TOP SECRET

COMMUNIST FORCES TOP ACES

While we know most of the UN forces aerial aces, very little is known of the Communist forces aces. Only recently have we been able to pierce the veil of secrecy after the thawing of relations between the combatants of this conflict. While it is debated the North Koreans had any aces, it is documented the Chinese and the Russian both had aces emerge from this conflict. The Chinese top ace was Zhao Baotong with nine aerial kills and the Soviet Union's (which denied involvement in the air war for many years after the cessation of conflict) top ace was Yevgeny Pepelyaev with 22.5 aerial victories. To this day these totals are debated but at the end of the day one must acknowledge the prowess and skill needed to amass these victories.

VEHICLES

TANKS

The PVA kept their best soldiers for the armoured formations, these were the most dedicated members of the Party. Only Regular or Veteran teams are available for force selection.

CAPTURED TYPE 95 HA-GO

The Type 95 Ha-Go was the most common Japanese light tank of the Second Sino-Japanese War. Designers sacrificed armour protection for speed and mobility. A number of these tanks were captured by Chinese armed forces during the Civil War. The PVA would use a limited number as scouts for the heavier T-34/85s and for the artillery.

Cost	90pts (Regular), 108pts (Veteran)
Weapons	One turret-mounted light anti-tank gun, one turret mounted rear-facing MMG and one forward-facing hull-mounted MMG
Damage Value	7+ (tankette)
Special Rules	- One-Man Turret: An order test is required to use Advance orders even if the tank is not pinned. In addition, you can fire the tank's main gun or the rear-facing MMG, but not both in the same turn. - Low-Velocity Anti-Tank Gun: Armour penetration rating of the light AT gun is +3 instead of +4.

M3A3 STUART V

The Chinese Nationalist received 48 lend-lease M3A3 light tanks in 1943. The PVA used a small number of Stuart tanks, but not in an organised armoured formation. Typically, no more than platoon-sized formations to help the infantry formations break through the UN line. The light tanks were used in scouting for larger tanks and for the artillery divisions that supported the PVA army groups in North Korea. These light tanks could also be used as light artillery if needed.

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Cost	108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons	One turret-mounted light anti-tank gun with co-axial MMG, and one forward-facing hull-mounted MMG
Damage Value	8+ (light tank)

T-34/85 MEDIUM TANK

Surplus T34/85s from Russian were transferred to the PVA and the KDP after World War Two. Tank crews were trained on their implementation by Soviet trainers. It was a highly versatile armoured vehicle for the PVA and KDP. At the start of the conflict this tank saw a lot of action and was feared by the UN forces. However, due to combat attrition and the nature of the Korean landscape this tank had limited deployment and was not fully utilized in a combined arms approach to warfare. The lack of logistics to keep the tanks running, fuelled and stocked with ammunition kept China from using the T-34/85 to the fullest capability.

Cost	235pts (Regular), 282pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (Medium Tank)



PVA T-34/85 Medium Tank

IS-2

Designed to replace the old KV heavy tank during WWII, the IS-2 was a far better-designed machine with thick frontal armour and a huge 122mm gun. The

IS-2 was intended as a breakthrough tank so it was given a weapon suitable for firing a powerful HE round to clear out enemy strongpoints. After some indecision, the Red Army settled on the same A19 gun-howitzer that was used by the Russian artillery. As an anti-tank weapon this was less potent than its sheer size might suggest. For one thing it was very slow to fire as the shell and charge were separate, and space within the low IS-2 turret was very cramped – two rounds a minute was about all that could be managed. In its role as a tank gun we treat the 122mm gun as a heavy anti-tank gun but with enhanced HE capability. The IS-2 made rare appearances on the battlefields of North Korea because they were expensive to China and expensive to maintain.

Cost	320pts (Regular), 384pts (Veteran)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG, One turret-mounted rear-facing MMG, and one forward-facing hull mounted MMG
Damage Value	10+ (Heavy Tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- HE: instead of using the 2" template, a HE shell uses the 3" template. - Slow load: An IS-2 tank cannot be given an order until at least one other unit on the same side has already been given orders (whether successfully or not).



PVA ISU-122 Assault Gun

ISU-122

The ISU-122 was a development of the heavy self-propelled howitzer ISU-152. Both used the same body and chassis, which was also shared with the new IS-2 heavy tank. In practice the ISU-122 proved so popular that more of them were built than the IS-2. The ISU-122 carried the same A-19 gun – itself a combined

gun/howitzer, but when mounted onto the ISU-122 it was commonly used in the anti-tank role. We shall treat this weapon as a heavy anti-tank gun but with enhanced HE capability. The large fixed casement of the ISU-122 affords the crew more room to work their gun – so we shall not impose the slow reloading rule as we did for the IS-2. The ISU-122 is even rarer on the Korean War battlefield than the IS-2, however, when one appears, no Allied tank will be able to withstand the firepower.

Cost	300pts (Regular), 360pts (Veteran)
Weapons	One hull-mounted forward-facing heavy anti-tank gun
Damage Value	10+ (Heavy Tank)
Options	- May add a pintle-mounted HMG for +25pts
Special Rules	- HE: instead of using the 2" template, a HE shell uses the 3" template

ARMoured CARS

BTR-40A

The BTR-40A was the first modification for the BTR. Designated as a mobile anti-aircraft vehicle the BTR-40A could also be used against soft skinned vehicles and troops if the weapons could be depressed enough or if the BTR-40A could be angled well enough in the proper terrain. The twin 14.5mm KPVT heavy machine guns could deliver a devastating barrage of firepower. The turret was operated by a single gunner and rotated manually. Though available to the North Korean army it is unknown how many of these saw action in the first year of the war.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	Two turret-mounted HMGs
Damage Value	7+ (Armoured Car)
Special Rules	- Recce - Open-topped - Flak

TRANSPORTS AND TOWS

GAZ 'JEEP'

The GAZ 67 command car was inspired by the US-built jeep, and bears a superficial resemblance. The PVA would obtain many of these vehicles from their Allies, the KPA.

Cost	17pts (Inexperienced), 21 pts (Regular), 25pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-skin)
Transport	3 men
Tow	Light anti-tank gun; light anti-aircraft gun
Options	- May have a pintle-mounted MMG for +15pts, losing all transport capacity - May upgrade the MMG to an HMG for +10pts

MORRIS 15CWT TRUCK

Over 21,000 Morris 15cwt general purpose trucks were produced between 1934 and 1941. A large number saw service with the KMT and Warlords in China and later they were put into use by the victorious Communist Army.

Cost	25pts (Inexperienced), 31 pts (Regular), 37pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-skin)
Transport	8 men
Tow	Light or medium howitzer, light or medium Anti-Tank gun, light or heavy anti-aircraft gun

BUESSING-NAG TRUCK

In the Sino-Japanese War the Chinese primarily used the German Buessing-NAG heavy truck design as its main transport option. After initially purchasing large numbers of these trucks from Germany they were soon copied and produced locally. This truck was strong enough to negotiate rough roads whilst easily transporting artillery, supplies and troops.

Cost	34pts (Inexperienced), 43pts (Regular), 52pts (Veteran)
Weapons	None
Damage Value	6+ (Soft-skin)
Transport	14 men

Tow

Light or medium howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun



North Korean troops storm southwards

KOREAN WAR PERIOD SELECTORS



NORTH KOREA – KPA PERIOD SELECTORS

These are the period lists for the North Korea People's Army (KPA) from the time of the invasion of South Korea in June 1950 until the truce of July 1953. The North Korean armed forces were organized much along the line of a Soviet force. The Soviets helped to set up the North Korean armed forces in late 1945.

An Invasion Platoon was well armed and well trained, highly motivated and disciplined. Soldiers in front line units had been preparing for months, even years, for the moment of attack. Many captured KPA POWs told the story they didn't invade South Korea but repelled a South Korean attack. Communist propaganda and historical records continue to debate this matter.

INVASION REINFORCED PLATOON

1 Lieutenant – First or Second

2 Inexperienced Infantry squads, Regular Infantry squads, Veteran Infantry squads

Plus:

0-1 Captain or Major

0-1 Commissar

0-1 Medic

0-1 Forward Observer: Artillery

0-4 Inexperienced Infantry squads, Regular Infantry squads, Veteran Infantry Squads, Light Machine gun squad (one LMG max. per squad), Assault Engineer squads

0-1 Submachine gun squad

0-2 Guerrilla cell

0-1 Machine gun team

0-1 Heavy Machine gun team

0-1 Sniper team

0-1 Anti-tank team

0-1 Bazooka Team (M9A1 only)

0-1 Mortar team: light, medium, heavy

0-1 Flamethrower team

Artillery

0-2 guns from:

Anti-tank gun: 45mm Model 1937, M1942 45mm anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, A-19 Field gun, BS-3 anti-tank gun
Field artillery: light, medium or heavy
Anti-aircraft gun: 37mm 61-K Model 1939

Armoured Car

0–1 from: BA-64, BA-64B, BA-64 DShK

Tanks, Tank Destroyers, Self-propelled artillery, and Antiaircraft artillery

0–1 from: T-34/85, SU-76, Katyusha

Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon

0–1 from: pack animal, horse-drawn limber, truck, jeep



Under cover of thick fog KPA troops move into position

ASSAULT OF PUSAN/DEFENCE OF THE 38TH PARALLEL

The North Koreans continued to push south once Seoul was captured trying to eliminate all resistance before any possible support could be brought in to assist the South Koreans. Closing the defenders into a rather small pocket along the Nakdong River was the furthest advance the KPA would achieve. Furious fighting raged throughout August and September 1950 as the North Koreans tried to break the ROK and UN line and reach Pusan.

1 Lieutenant – First or Second

2 Inexperienced Infantry squads, Regular Infantry squads, Veteran Infantry squads

Plus:

0-1 Captain or Major

0-1 Commissar

0-1 Medic

0-1 Forward Observer: Artillery

0-3 Inexperienced Infantry squads, Regular Infantry squads, Veteran Infantry Squads, Light Machine gun squad (one LMG max. per squad), Assault Engineer squads

0-2 Guerrilla cell

0-1 Submachine gun squad

0-1 Machine gun team: light, medium, heavy

0-1 Mortar team: light, medium, heavy

0-1 Sniper Team

0-1 Bazooka Team (M9A1 only)

0-1 Flamethrower team

Artillery

0-2 guns from:

Anti-tank gun: 45mm Model 1937, M1942 45mm anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, A-19 Field gun, BS-3 anti-tank gun

Field artillery: light, medium or heavy

Anti-aircraft gun: 37mm 61-K Model 1939

Armoured Car

0-1 from: BA-64, BA-64B, BA-64 DShK

Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery

0-1 from: T-34/85, SU-76, Katyusha

Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon

0-1 from: pack animal, horse-drawn limber, truck, jeep

DEFENCE OF INCHON/DEFENDING THE 38TH PARALLEL

The North Korean Command expected the possibility of an amphibious landing considering the recent history of the US forces in the Pacific Theatre. Selecting Inchon came as a tactical surprise for the North Koreans. The east coast was seen as the most likely region for an amphibious assault. Once Inchon was successfully assaulted the KPA had to fall back and defend Seoul, then following the loss of Seoul another defence had to be mounted to protect Pyongyang. Eventually the North Korean Army withdrew north to the Yalu River and into Manchuria to rebuild.

1 Lieutenant – First or Second
2 Inexperienced Infantry squads, Regular Infantry squads

Plus:

0–1 Captain or Major
0–1 Commissar
0–1 Medic
0–1 Forward Observer: Artillery
0–3 Inexperienced Infantry squads, Regular Infantry squads
0–2 Guerrilla cell
0–1 Machine gun team: light, medium, heavy
0–1 Mortar team: light, medium, heavy
0–1 Sniper Team
0–1 Bazooka Team (M9A1 only)
0–1 Flamethrower team

Artillery

0–2 guns from:
Anti-tank gun: 45mm Model 1937, M1942 45mm anti-tank gun, ZiS-2 anti-tank gun
Field artillery: light, medium
Anti-aircraft gun: 37mm 61-K Model 1939

Armoured Car

0–1 from: BA-64, BA-64B, BA-64 DShK

Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery

0–1 from: SU-76, Katyusha
Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon
0–1 from: pack animal, horse-drawn limber, truck, jeep



KPA Tank Crew

CHINESE OFFENSIVES – THROUGH SPRING 1951

The first Chinese offensive came as a surprise to the UN Allies. The North Koreans participated as effectively as possible while rebuilding their army at the same time. Many of the new Soldiers were forcibly conscripted during the original invasion creating an unbalanced and unpredictable force. The influx of growing numbers of Chinese soldiers attacking all across the entire front during a series of five offensives nearly broke the 8th Army for a second time.

1 Lieutenant – First or Second

2 Inexperienced Infantry squads, Regular Infantry squads

Plus:

0–1 Captain or Major

0–1 Commissar

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Inexperienced Infantry squads, Regular Infantry squads, Light Machine gun squad (one LMG max. per squad), Assault Engineer squads

0–2 Guerrilla cell

0–1 Submachine gun squad

0–1 Machine gun team: light, medium, heavy

0–1 Mortar team: light, medium, heavy

0–1 Sniper Team

0–1 Bazooka Team

0–1 Flamethrower team

Artillery

0–1 gun from:

Anti-tank gun: 45mm Model 1937, M1942 45mm anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, A-19 Field gun, BS-3 anti-tank gun

Field artillery: light, medium or heavy

Anti-aircraft gun: 37mm 61-K Model 1939

Armoured Car

0–1 from: BA-64, BA-64B, BA-64 DShK, BTR-40, BTR-40A

Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery

0–1 from: T-34/85, SU-76, Katyusha

Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon

0–1 from: pack animal, horse-drawn limber, truck, jeep

JULY 1951 THROUGH 1953

The last combined offensive of the Chinese and North Koreans nearly succeeded but was halted through the heroic efforts of small units of brave men. The North Korean Army gradually rebuilt, became stronger and held sections of the front against the South Koreans on the east and west coast. Limited attacks and the occasional assault occurred during the last two years of the war but at this point trench warfare was the norm.

1 Lieutenant – First or Second

2 Inexperienced Infantry squads, Regular Infantry squads, Veteran Infantry squads

Plus:

0–1 Captain or Major

0–1 Commissar

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Inexperienced Infantry squads, Regular Infantry squads, Light Machine gun squad (one LMG max. per squad), Assault Engineer squads

0–1 Submachine gun squad

0–2 Guerrilla cell

0–1 Machine gun team: light, medium, heavy

0–1 Mortar team: light, medium, heavy

0–2 Sniper Team

0–1 Anti-tank team

0–1 Bazooka Team

0–1 Flamethrower team

Artillery

0–1 gun from:

Anti-tank gun: 45mm Model 1937, M1942 45mm anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, A-19 Field gun, BS-3 anti-tank gun

Field artillery: light, medium or heavy

Anti-aircraft gun: 37mm 61-K Model 1939

Armoured Car

0–1 from: BA-64, BA-64B, BA-64 DShK, BTR-40, BTR-40A

Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery

0–1 from: T-34/85, SU-76, Katyusha

Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon

0–1 from: pack animal, horse-drawn limber, truck, jeep

SOUTH KOREA – ROK PERIOD SELECTORS

These are the period lists for the Republic of Korea. The ROK was small and ill prepared in men and equipment for the invasion from the North. They had not had the opportunity to conduct large scale training exercises nor did they possess any effective anti-tank guns or tanks at the start of the invasion.

INVASION REINFORCED PLATOON

1 Lieutenant – First or Second

2 Conscript Infantry squads, Inexperienced Infantry squads

Plus:

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Conscript Infantry squads, Inexperienced Infantry squads, a maximum of one Engineer squad

0–1 Partisan cell

0–1 Machine gun team: medium

0–1 Mortar team: light, medium

0–2 Sniper Team

Artillery

0–1 gun from: Field artillery: M3 105mm

Anti-tank gun: 37mm M3

Armoured Car

0–1 from: M8

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, 1-and-a-half-ton truck, 2-and-a-half-ton truck

SPECIAL RULE

Baptism of Fire: No ROK forces can be Veteran

DEFENCE OF PUSAN/ADVANCE ACROSS THE 38TH PARALLEL

The fledgling ROK forces were hammered and, in many locations, shattered across the divided border when the attack commenced. Fighting a tactical withdraw to Pusan, the ROK helped to halt the North Koreans in the Defence of Pusan. The UN mustered an advance north to the 38th Parallel and the ROK fought shoulder to shoulder. Gradually additional heavy equipment was lend-leased to the ROK from the US as they fought far into North Korea.

1 Lieutenant – First or Second

2 Conscript Infantry squads, Inexperienced Infantry squads, ROK Marine squad

Plus:

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Conscript Infantry squads, Inexperienced Infantry squads, ROK Marine squad, a maximum of one Engineer squad

0–2 Partisan cell

0–1 Machine gun team: light (ROK Marines only), medium

0–1 Mortar team: light, medium

0–2 Sniper Team

0–2 Bazooka Team (M9A1 or M20)

0–1 Flamethrower team

Artillery

0–1 gun from: Heavy Mortars, Field artillery M2A1

Anti-tank gun: Heavy Machine gun, 57mm M1

0–1 Recoilless Rifle: M18, M20

Armoured Car

0–1 from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing, M46 Patton, captured Type 95 Ha-Go, M10 tank destroyer, M36 tank destroyer

Transport vehicle or tow

0–1 (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon pack animal, horse-

drawn limber, Jeep, three quarter ton truck, 1-and-a-half-ton truck, 2-and-a-half-ton truck, M3/M5/M9 half-track (Pusan Units), DUKW



US Army troops oust the enemy from their positions

INCHON LANDING/CROSSING OF 38TH PARALLEL

The Inchon landing was a stroke of military good fortune and genius for the early stages of the war. The ROK Marines and shortly after the landing the ROK Army fought alongside their US counterparts. The ROK Marine Corps participated in the landing and later in the recapture of Seoul. The ROK Army assisted in the recapture of Seoul and the drive north to capture Pyongyang.

The Inchon landing was conducted primarily with the 1st Marine Division and the 7th US Army Division.

1 Lieutenant – First or Second

2 Conscript Infantry squads, Inexperienced Infantry squads, ROK Marine squad

Plus:

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Conscript Infantry squads, Inexperienced Infantry squads, ROK Marine squad, a maximum of one Engineer squad

0–2 Partisan cells

0–1 Machine gun team: light (ROK Marines only), medium

0-1 Mortar team: light, medium
0-2 Sniper Teams
0-2 Bazooka Teams (M9A1 or M20)
0-1 Field Artillery: Heavy Mortars, M2A1
0-1 Recoilless Rifle: M18, M20
0-1 Flamethrower team

Armoured Car

0-1 from: M8, M20

Tanks

0-1 Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing,

Transport vehicle or tow

0-1 (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, 1-and-a-half-ton truck, 2-and-a-half-ton truck, DUKW (Inchon units)

TOP SECRET

AIRBORNE OPERATIONS DURING THE KOREAN WAR

There were only two major airborne operations mounted during the Korean War. The first occurred on 20 October 1950 when the 187th (Rakkasans) Airborne Regimental Combat Team (ARCT) jumped from C-119 Boxcar aircraft near Suncheon, Korea with the mission to cut off retreating North Korean troops. The second jump was Operation Tomahawk in 1951. It included an Indian army field hospital and the first drop of African American troops (the 2nd Rangers). The objective for this jump was to encircle Chinese and North Korean troops around Munsan. Another interesting attached unit during the jump was the 60th Parachute Field Ambulance Platoon from India. This medical platoon was India's contribution to the war. A platoon in name only, they actually had almost 350 personnel assigned. Throughout the war the 187th would have two Rangers companies assigned to the ARCT, the 2nd and the 4th. The last wartime commander of the 187th ARCT was Brigadier William Westmoreland who would go on to more publicity in another Asian war.

CHINESE OFFENSIVE AND THE UN COUNTER OFFENSIVE – SPRING 1951

The Chinese offensive was primarily aimed at the US and UN forces while the KPA tended to face off against their fellow countrymen. Notable engagements on both flanks of the front witnessed brutal fighting including hand-to-hand

combat.

1 Lieutenant – First or Second

2 Conscript Infantry squads, Inexperienced Infantry squads, Regular Infantry squads, ROK Marine squad

Plus:

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Conscript Infantry squads, Inexperienced Infantry squads, Regular Infantry squads, ROK Marine squad, a maximum of one Engineer squad

0–2 Partisan cells

0–1 Machine gun team: light (ROK Marines only), medium

0–1 Mortar team: light, medium

0–2 Sniper Teams

0–2 Bazooka Teams (M9A1 or M20)

Artillery

0–1 gun from: Heavy Mortars, Field artillery M2A1

Anti-tank gun: Heavy Machine gun, 57mm M1

Recoilless Rifle: M18, M20

Armoured Car

from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing, M46 Patton, captured Type 95 Ha-Go, M10 tank destroyer, M36 tank destroyer

Transport Vehicle or Tow

0–1 (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, 1-and-a-half-ton truck, 2-and-a-half-ton truck

JULY 1951 THROUGH 1953

By the summer of 1951 the ROK forces were solidifying into a unified military force capable of attacking and defending against the PVA and the KPA. The ROK Army still had to make do with untrained conscripts to keep some organizations manned. Heavily supplied and trained by the US Army and the USMC, the ROK forces had several divisions along the front organized in their

own independent corps. Large calibre artillery support and aviation support was still provided by UN forces during this period of stabilisation and stalemate.

1 Lieutenant – First or Second

2 Conscript Infantry squads, Inexperienced Infantry squads, Regular Infantry squads, ROK Marine squad

Plus:

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer: Artillery

0–3 Conscript Infantry squads, Inexperienced Infantry squads, Regular Infantry squads, ROK Marine squad, a maximum of one Engineer squad

0–2 Partisan cell

0–1 Machine gun team: light (ROK Marines only), medium

0–1 Mortar team: light, medium

0–2 Sniper Teams

0–2 Bazooka Teams (M9A1 or M20)

0–1 Field Artillery: Heavy Mortar, M2A1

0–1 Recoilless Rifle: M18, M20

Armoured Car

from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle, or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M46 Patton, captured Type 95 Ha-Go, M10 tank destroyer, M36 tank destroyer

Transport Vehicle or Tow

0–1 (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, 1-and-a-half-ton truck, 2-and-a-half-ton truck, M3/M5/M9 half-track

US AND UN ALLIED NATIONS PERIOD SELECTORS

These are the Period Selectors for the US Army and the USMC along with the following UN Forces by period of arrival in the Korean combat zone.

INVASION REINFORCED PLATOON

The initial forces available to halt the invasion were air and sea lifted from occupation duty in Japan. The divisions were sorely understrength in men and equipment. These divisions were also drastically short on all stores of supply, fuel, ammunition, combat rations and spare parts. Divisions included the 24th and the 25th US Infantry Divisions.

1 Lieutenant – First or Second
2 Inexperienced Infantry squads

plus:

Headquarters

0–1 Captain or Major
0–1 Veteran NCO
0–1 Medic
0–1 Forward Observer (either Artillery or Air)

Infantry

0–3 Infantry squads; Inexperienced Squads, a maximum of one Engineer Squad
0–1 Machine gun team
0–1 Mortar team: light or medium
0–1 Flamethrower team
0–1 Sniper Team
0–2 Bazooka Teams: M9A1

Artillery

0–1 from:
Anti-tank from: Heavy Machine Gun, M1, M5
Artillery from: Heavy Mortars, M2A1, M2
Recoilless Rifle: M18

Armoured Car

0–1 from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24, M4A1/A2/A3/A4, M16 MGMC, M2 90mm

Transport and Tows

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, one-and-a-half-ton truck, two and a half ton truck

SPECIAL RULES

Allied UN Platoons

No Allied UN platoons allowed.

TOP SECRET

REGIMENTAL COMBAT TEAM 31

The 3,000 strong Regimental Combat Team 31 (RCT-31) was formed from units of the 7th Infantry Division in November 1950 and assigned to the UN forces' drive to force back the North Koreans and cut their supply lines. On the night of 27th November the RCT-31 was attacked by Chinese troops east of the Chosin Reservoir. At first the commanders thought the attackers were a small group of retreating North Koreans but in actuality the number was closer to 20,000. Over the next few days RCT-31 was completely surrounded and the temperatures dropped to around -30 degrees Fahrenheit. The team was told to hold out for reinforcements but none ever materialized. The 32nd RCT commander had been killed in action on 1 December and so Lt Col Don C. Faith Jr., Commander of the 1-32nd Infantry took command of the entire RCT. Lt Col Faith would later suffer a fatal wound after providing inspirational leadership to his men. For his effort, he would receive the Medal of Honor. RCT-31 finally managed to breakout but when it was all over on 2nd December. Only 385 troops of the original 3,000 were left. This was the largest loss of men inflicted on a unit of Americans during the entire conflict. On 11th October 2012 Lt Col Faith was found near the Chosin Reservoir and later buried with full military honours at Arlington National Cemetery on 17 April, 2013

DEFENCE OF PUSAN/ADVANCE ACROSS THE 38TH PARALLEL

Once the North Koreans were halted in the defence of Pusan and the UN mustered an advance north to the 38th Parallel, the inflow of Allied forces,

additional US Forces and heavy equipment in the form of more tanks and artillery began to turn the tide. US formations included the 1st Cavalry Division, 1st USMC Provisional BDE, later the 3rd Infantry with attached 65th Infantry regiment and elements of the 7th Infantry Division and the 2nd Infantry Division.

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), US Marine Squads (early war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads; Inexperienced Infantry squads, Regular Squads (early mid-war), US Marine Squads (early war), a maximum of two Engineer Squads

0–1 Machine gun team

0–1 Mortar team: light or medium

0–2 Flamethrower teams

0–1 Sniper Team

0–2 Bazooka Teams (M9A1 or M20)

Artillery

0–1 from:

Anti-tank from: Heavy Machine gun team M1, M5

Artillery from: Heavy Mortar Team, M2A1, M2

Recoilless Rifle: M18, M20

Armoured Car

0–1 from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing, M45 (T26E2) Pershing-Howitzer, M46 Patton, M18 Hellcat, M36 Jackson, M7 Priest, M37 105mm HMC, M16 MGMC, M19 MGMC, M2 90mm

Transport and Tows

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, one and a half ton truck,

two and half ton truck, M3 (M5/M9), M29 Weasel, M4/5 Tractor, DUKW (US Marines only)

SPECIAL RULES

Allied UN Platoons

During the fighting in the Pusan perimeter Allied UN forces began to arrive. Eventually to be attached to a US division or a regiment within a division. Some came as infantry battalions, some brought attached artillery, but none brought tanks, although the 10th BCT of the Philippines planned to do so.

The Allied forces listed below are available for Crossing the 38th Parallel. Only the Philippines and Thailand are available for the Defence of Pusan scenarios (see page XX). For scenarios set in the Defence of Pusan, you can also include platoons from the ROK army (one ROK platoon for every US platoon in the force).

Belgium/Luxembourg, France, Greece, Netherlands, Philippines (Defence of Pusan only), Thailand (Defence of Pusan only), Turkey.



US Pershing Heavy Tank

INCHON LANDING/CROSSING OF 38TH PARALLEL

The Inchon Landing was conducted primarily with the 1st Marine Division and

the 7th US Army Division. Following the landing, heavy fighting took place in Seoul before moving North across the 38th Parallel.

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry squads, Regular Infantry squads (early/mid-war), Paratroop Squads, US Marine Squads (mid/late-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry Squads; Inexperienced Infantry squads, Regular Squads (early mid-war), Paratroop Squads, US Marine Squads (mi/late war), a maximum of two Engineer Squads

0-1 ROK Infantry Platoon

0-1 Machine Gun Team: light for Paratroops, medium

0–1 Mortar team: light or medium

0–2 Flamethrower teams

0–1 Sniper Team

0–1 Bazooka Teams (M9A1 or M20)

0–1 USMC Dog Team (US Marines only)

Artillery

0–1 from:

Anti-tank from: Heavy Machine gun team, M1, M5

Artillery from: Heavy Mortar Team, M1A1 (Paratroops and US Marines only), M2A1, M2

Recoilless Rifle: M18, M20

Armoured Car

0–1from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing, M45 (T26E2) Pershing-Howitzer, M46 Patton, M18 Hellcat, M36 Jackson, M7 Priest, M37 105mm HMC, M16 MGMC, M19 MGMC, M16 Rocket, M2 90mm, LVT(A)-4(75mm)

Transport and Tows

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, three quarter ton truck, one and a half ton truck, two and a half ton truck, M3 (M5/M9), M29 Weasel, M4/5 Tractor, DUKW (US Army and Marines), LVT3C Bushmaster, LVT4 Water Buffalo

SPECIAL RULES

- Late Arrival: the 187th ABN RCT arrived one week after the Inchon Landing so they can't be used in a landing scenario.
- DUKW: The US Army and the Marines both made use of the DUKW during and post landing at Inchon so both organizations can use the DUKW in a scenario.
- LVT(A)-4: US Marines only

Allied UN platoons

No Allied UN platoons allowed. You can however include platoons from the ROK army list in the same way as UN Allied Platoons (i.e. one ROK platoon for every US platoon in the force).

TOP SECRET

THE 65TH INFANTRY REGIMENT 'BORINQUENEERS'

Unique to the US Army, this regiment assigned and stationed on the island of Puerto Rico also happened to be comprised almost entirely of Puerto Ricans. A large number of the officers were "continentals" as they were called by the locals, and for the time, Caucasian and usually non-Spanish speaking which nearly always caused a problem. The 3rd Infantry Division stationed at Ft. Benning, Georgia had been stripped of soldiers to fill other units and had recently been called to duty in Korea. The best solution to the manpower problem was the 65th Regiment from Puerto Rico. The 65th filled the ranks with volunteers and shipped out to Korea, meeting the 3rd Infantry overseas. By the time of arrival in theatre, the 65th Regiment was the largest Regiment in the US Army. They held the rear guard for the 1st Marine Division at the Chosin Reservoir, allowing the Marines to withdraw and earning them a Navy Unit Citation. One of their battalions is credited with the last battalion-sized bayonet charge in US Army history. The Regiment would earn two Presidential Unit Citations, the Bravery Gold Medal of Greece (for a unit), have the highest decorated Hispanic soldier of the war, Sergeant Modesto Cartagena and over 850 Medals for Valor. Of singular accomplishment in the annals of this war, the 65th Regiment became the only unit in the US Military from the Korean War to receive the Congressional Gold Medal for their service, presented by a Joint Session of the Full Congress on 13 April 2016.



US Marines assault an enemy held stronghold

UN COUNTER OFFENSIVE – SPRING 1951

Having faced the onslaught of the Chinese Offensives, the UN counter-attacked with all the combined forces available. This era marked some of the worst fighting by many of the finest units in Korea. The Airborne forces and the Rangers were used during this period.

1 Lieutenant – First or Second

2 Infantry squads: Regular Infantry squads (early/mid-war), Ranger squads, Paratroop Squads, US Marine Squads (mid/late war)

plus:

Headquarters

0-1 Captain or Major

0-1 Veteran NCO

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

Infantry

0-4 Infantry squads; Regular Squads (early mid-war), Ranger Squads, Paratroop squads, US Marine Squads (mid/late war), a maximum of 2 Engineer Squads

0-1 Machine gun team: light for Rangers and Paratroops, medium

0–1 Mortar team: light or medium
0–2 Flamethrower teams
0–1 Sniper Team
0–1 Bazooka Teams (M9A1 or M20)
0–1 USMC Dog Team (US Marines only)

Artillery

0–1 from:
Anti-tank from: Heavy Machine gun team M1, M5
Artillery from: Heavy Mortar Team, M1A1 (Paratroops and US Marines only), M2A1, M2
Recoilless Rifle: M18, M20

Armoured Car

0–1 from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M26 Pershing, M45 (T26E2) Pershing-Howitzer, M46 Patton, M36 Jackson, M7 Priest, M37 105mm HMC, M41 Howitzer, M16 MGMC, M19 MGMC, M16 Rocket, M2 90mm, LVT(A)-4(75mm)

Transport and Tows

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, ¾ ton truck, 1½ ton truck, 2½ ton truck, M3 (M5/M9), M39(T41), M29 Weasel, M4/5 Tractor, DUKW (US Army and Marines), LVT3C Bushmaster, LVT4 Water Buffalo

SPECIAL RULES

Allied United Nations Platoons

Allied UN forces continue to provide support to the fighting. The Turks, Greeks, French, and Belgians will all make heroic stands during the final stages of the last Chinese offensives.

The Allied forces listed below are available for Spring 1951 scenarios.

- Belgium/Luxembourg, France, Greece, Netherlands, Philippines, Thailand, Turkey

JULY 1951

By the summer of 1951 much of the battle line had stabilized across Korea and would remain so for the next two long years. The 187th Airborne Regiment would depart for Japan on 26 June and the Ranger companies were disbanded on 1st August. The Rangers were replaced in several divisions with Ranger

trained Raider platoons assigned to an infantry regiment.

1 Lieutenant – First or Second

2 Infantry squads: Regular Infantry Squads (mid/late-war), US Marine Squads (mid/late war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads; Regular Squads (mid/late-war), Raider Squads, US Marine Squads (mid/late war), a maximum of two Engineer Squads

0–1 Machine gun team: medium

0–1 Mortar team: light or medium

0–2 Flamethrower teams

0–1 Sniper Team

0–1 Bazooka Team (M9A1 or M20)

0–1USMC Dog Team (US Marines only)

Artillery

0–1 from:

Anti-tank from: Heavy Machine gun team, M1, M5

Artillery from: Heavy Mortar Team, M1A1 (US Marines only), M2A1, M2

Recoilless Rifle: M18, M20

Armoured Car

0–1 from: M8, M20

Tanks

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M45 (T26E2) Pershing-Howitzer, M46 Patton, M36 Jackson, M7 Priest, M37 105mm HMC, M41 Howitzer, M19 MGMC, M16 Rocket, M2 90mm, LVT(A)-4(75mm)

Transport and Tows

0–1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, Horse-drawn limber, Jeep, Three Quarter ton truck, One and a Half ton truck, Two and a Half ton truck, M3 (M5/M9), M39(T41), M29 Weasel, M4/5 Tractor, DUKW (US Army and Marines), LVT3C Bushmaster, LVT4 Water Buffalo

ALLIED UNITED NATIONS PLATOONS

The fighting Allied forces continue to have a positive and often dramatic impact on the battlefield. Columbian and Ethiopian infantry battalions have now joined the order of battle.

The Allied forces listed below are available for July 1951 scenarios.

- Belgium/Luxembourg, Columbia, Ethiopia, France, Greece, Netherlands, Philippines, Thailand, Turkey

TOP SECRET

FATHER KAPAUN

Emil Kapaun was born in Kansas and was ordained as a Catholic Priest in June 1940. He served in the Burma Theatre in 1945. He was with the 1st Cavalry Division when they made the first amphibious landing of the Korean Conflict. During the Battle of Unsan in November 1950 he constantly put himself into harm's way to administer first aid and comfort his troops. He also moved wounded troops to safety or dug them trenches to protect them until help could arrive. He was asked to evacuate many times but refused insisting on staying to help the wounded. On the 2nd of November he was captured and forced to march over 90 miles to be interned into a prisoner of war camp. During his captivity he continued to risk his life by caring for the wounded and sneaking around the camp at night smuggling medicine and giving care to those in need and even conducting an Easter Service. Father Kapaun always refused help for himself and he would eventually die in captivity. In 1993 Pope John Paul II began the process of Sainthood by declaring him a Servant of God. Father Kapaun was posthumously awarded the Medal of Honor by President Obama. Kapaun Air Base in Germany is named after him to honour his sacrifices to his men and country.

JULY 1952

The summer of 1952 would see the rotation of two US divisions, the 24th and the 1st Cavalry, replaced by the 40th and the 45th 'Thunderbird' National Guard Divisions. Many of these new soldiers were inexperienced to combat, however much of the leadership had seen many years of combat during WWII.

1 Lieutenant – First or Second

2 Infantry squads: Inexperienced Infantry Squads, Regular Infantry Squads (mid/late-war), US Marine Squads (mid/late war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0-1 Medic
0-1 Forward Observer (either Artillery or Air)

Infantry

0-4 Infantry squads; Inexperienced Infantry Squads, Regular Squads (mid/late-war), Raider Squads, US Marine Squads (mid/late war), a maximum of two Engineer Squads
0-1 Machine gun team: medium
0-1 Mortar team: light or medium
0-2 Flamethrower teams
0-1 Sniper Team
0-2 Bazooka Teams (M9A1 or M20)
0-1 USMC Dog Team (US Marines only)

Artillery

0-1 from:
Anti-tank from: Heavy Machine gun team, M1, M5
Artillery from: Heavy Mortar Team, M1A1 (US Marines only), M2A1, M2
Recoilless Rifle: M18, M20
Armoured Car
0-1 from: M8, M20

Tanks

0-1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery: M24 Chaffee, M4A1/A2/A3/A4, M4A3E8, M45 (T26E2) Pershing-Howitzer, M46 Patton, M36 Jackson, M7 Priest, M37 105mm HMC, M41 Howitzer, M19 MGMC, M16 Rocket, M2 90mm, LVT(A)-4(75mm)

Transport and Tows

0-1 Transport vehicle or tow (soft skins or armoured) **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, Three Quarter ton truck, One and a Half ton truck, Two and a Half ton truck, M3 (M5/M9), M39(T41), M75, M29 Weasel, M4/5 Tractor, DUKW (US Army and Marines), LVT3C Bushmaster, LVT4 Water Buffalo

ALLIED UNITED NATIONS PLATOONS

The fighting Allied forces continue to have a positive and often dramatic impact on the battlefield.

The Allied forces listed below are available for July 1951 scenarios.

- Belgium/Luxembourg, Columbia, Ethiopia, France, Greece, Netherlands, Philippines, Thailand, Turkey

TOP SECRET

AIRBORNE PLATOONS

To represent the various support units who were part of the Airborne Regimental Combat Team, you can pick one or more platoons from the Airborne Platoon selector below. Support comes internally from the 187th RCT, A Company 127th Engineer Battalion, and the 674th FA Bn (105mm). All units must be chosen at Veteran level, or at Regular if a Veteran option is not available. Inexperienced units cannot be included in this platoon. If you chose to form a force around an Airborne Infantry Platoon or an Airborne Ranger Platoon, the entire force is not required to be Paratroopers, they can be standard "leg troopers".

AIRBORNE REINFORCED PLATOON

1 Lieutenant (First or Second)

2 Airborne infantry squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Veteran NCO

0-1 Medic

0-1 Forward Observer (either Artillery or Air)

Infantry

0-3 Airborne infantry squads

0-1 Airborne Ranger Squad

0-1 Airborne Light Machine gun Team

0-1 Airborne Engineer Flamethrower Team

0-1 Airborne Anti-tank Team

0-1 Airborne Mortar (light or medium)

0-1 Airborne Engineer Squad

Artillery

0-1 Airborne Light howitzer (105mm)



KPA Forces search for the downed Allied pilot

THE UNITED NATIONS' BAPTISM OF FIRE

The Korean War was the first test of an applied fighting force by the fledgling United Nations in halting the spread of Communism world-wide. The first, real, large test of any form was two years earlier during the Berlin Airlift from 24 June 1948 to 12 May 1949. This ratcheting up of conflict drew in many nations on both sides of the struggle to control the hearts and minds of people all over the world. This support was in many forms: Military personnel, equipment, maritime vessels, medical aid, and, of course, monetary. We want to represent this multination support in Korea by listing all the nations involved as well as provide you with some figures and stats for the ground combatants in order for you to be able to use them in games of *Bolt Action*. The representation for a few of these will come from the release of nation specific heads for you to mount on British or US bodies. A majority of these nations, once they arrived in country, would be issued British or US kit to standardize the forces and to ease the burden on the massive supply system needed if every nation used their own uniforms and equipment.

The major participants for the UN were South Korea, The United Kingdom and the Commonwealth (Australia, New Zealand, and Canada), and the United States. Additional combat forces came from Belgium, France, Philippines, Columbia, Ethiopia, Greece, Turkey, Luxembourg, Netherlands, South Africa, and Thailand. Medical support came from some of the nations already listed and also Denmark, Italy, India, Israel, Norway and Sweden. Other support came from Cuba, El Salvador, Japan, Spain, and Taiwan (Republic of China). The major participants for the Communist forces came from North Korea, China, and the Soviet Union. Medical support from these nations was bolstered with support from Bulgaria, Czechoslovakia, Hungary, Poland and Romania. Other support came from Mongolia and India. India supported both sides in some form or fashion!

BELGIUM-LUXEMBOURG

The Belgian Volunteer Corps, also known as the 'Brown Berets' due to the distinctive headgear they regularly wore, included an infantry company of select soldiers from Luxembourg. One of the smallest forces to be sent would come from one of the most diminutive countries in the world. A total of 78 men would form the Luxembourg detachment. These troops would be combined with the Belgian battalion and would be attached to the US Third Infantry Division. The fighting Luxembourgers could be picked out of the line up by the distinctive Grand-Ducal monogram on the collars of their fatigues. This combined unit would fight with distinction at the Imjin River in support of the British 29th Brigade holding the right side of the line next to the Gloucestershire Regiment. For their actions they would be granted a US Presidential Unit Citation. The 3rd Parachute Battalion of Belgium maintains the flag, badge, and the traditions of the fighting force to this day.



UN Forces (France, the Netherlands, and Belgium) by Mike Chappell © Osprey Publishing. Taken from Men at Arms 174: *The Korean War 1950–53*

COLOMBIA

Along with the frigate ARC *Almirante Padilla* this Latin American country sent an infantry battalion to assist the UN forces. This would be the only Latin American infantry component to ever serve in Asia. Although they arrived with a nine-piece band they were ready to fight, earning a fierce reputation only surpassed by the Turks. The troops were held to a strict regime by their

commanders – being fined five dollars for not writing home weekly or shaving daily. In October 1954 when the Colombians left the peninsula the final tally for the battalion was 163 KIA, 448 wounded, 60 MIA, and 30 returned in the prisoner exchange at the armistice. The Columbian Battalion would be attached to the 7th and 25th Divisions alternately.

ETHIOPIA – THE KAGNEW BATTALION

Three battalions selected from the Imperial Guard were sent by Emperor Selassie I to participate in the Korean Conflict. A total of 3,158 men would contribute to the UN effort in Korea. These units served mainly with the 7th Infantry Division with great distinction and garnered praise from both sides of the battlefield. They were organized and equipped in the same manner as a US Army infantry battalion in Korea. At the end of the conflict, the Kagnews were the only force to not collect any prisoners from the North Koreans in the exchanges since none of these fighters ever surrendered. The Ethiopians can also say with pride in the 238 times they were engaged in combat (either as the attacker or defender) they won every encounter and were never bested in battle. The battalion always collected their dead after all their engagements, earning the respect of their American counterparts, and fostering the idea amongst their opponents of being almost superhuman. The Kagnews remained on the Korean peninsula in some form or fashion until January 1965.

FRANCE

The French Army organized an infantry battalion for duty in Korea which was difficult since France already had an ongoing war in Indochina (Vietnam) and other actions in a few of their colonies. The French battalion was made up of volunteers from reserve and regular army soldiers and led by a legendary Commander, Lt Col Monclar. The battalion was attached to the US 23rd RCT, 2nd Infantry Division throughout the war. This battalion was known for its courage and willingness to face the enemy. When the truce was signed the French battalion transferred to Indochina where it would become the famous Group Mobile 100. Following the end of the French war in Indochina, the Group Mobile 100, then known as the *Regiment de Coree* transferred from Saigon to Algeria and amalgamated with the 156th Regiment to form the 156th

Regiment of Infantry – *Regiment de Coree*. More years of combat in Algeria would follow until this unit would disband and return to France in 1962, 12 long years of combat duty from the time they left for Korea!

GREECE

Greece would respond to the Korean War with air and ground assistance. The ground troops came in the form of the Sparta Battalion. Actually these 840 Soldiers formed the Royal Hellenic Battalion but the nickname was the 'Sparta Battalion'. Nearly all these soldiers were veterans of the recent civil war in Greece so this wasn't the first time in combat for these men. The soldiers arrived in Korea on 9th December 1950 and ten days later they were attached to the 7th Cavalry Regiment, 1st Cavalry Division. Organised and equipped similarly to a US infantry battalion, these soldiers fought hard and earned their own place in history. One of their companies would earn a US Presidential Unit Citation for their actions in the defence of Outpost Harry in June 1953. Greece was the fifth largest troop contributor to the Korean War.

THE NETHERLANDS

Along with a naval contingent the Regiment van Heutsz was sent to Korea and participated in several key actions, all around the Iron Triangle. They were reinforced by some South Korean personnel known as KATUSA (Korean Augmentation to the United States Army) troops. This unit served with distinction and received several battle streamers and a US Presidential Unit Citation. The HQ was overrun in February 1951 by disguised Chinese troops and the commander of the unit Lt Col Marinus Petrus Antonius den Ouden was killed. In total the regiment suffered 116 KIA, 381 wounded, one captured (who would later die in a POW camp), and three are still MIA. These casualties along with Lt Col Ouden are buried in the United Nations cemetery located in Busan (formerly known as Pusan), South Korea. The Dutch soldiers were attached to the US 2nd Infantry Division during the war and were equipped and organised similarly to a US infantry battalion. The traditions of this unit live on to the present and they continue to serve in UN operations around the world.

THE PHILIPPINES

On 28th June 1950, three days after the Korean War started, the United Nations called upon its members for help. The first nation to send combat forces was the Philippines. The 'Fighting Filipinos' would end up sending over 7,500 troops during the course of the war with enough equipment and support to operate as independent units and was the fifth largest force under UN command. These men were formed into five Battalion Combat Teams (BCTs) and wore the same uniforms and chevrons as the US Army but with their own cap badges. These BCTs would participate in many of the larger battles with valour, receiving multiple decorations and unit citations. Their forte was honed during WWII – anti-guerrilla duties and demonstrated many times with devastating effect. The Filipino units were organized as a Battalion Combat Team with roughly 900 soldiers. A single infantry battalion with an attached tank company of M24 Chaffee tanks and an artillery battery of six 105mm guns and the needed fire direction centre as well as the ammunition teams. Overall, they were organised and equipped to match US Army soldiers. Initially attached to the 25th Infantry Division, the 10th BCT (PH) would spend much of the later stages of the war fighting alongside the Puerto Rican 65th Infantry Regiment forming a highly effective fighting unit.

SOUTH AFRICA

The South African contribution to the United Nations effort in Korea consisted of the Number 2 Squadron known as the Cheetah Squadron. This unit of an all-volunteer force of highly experienced personnel was made up 50 officers and 157 other ranks. They sailed for the peninsula and arrived on 1st November 1950. The Cheetahs flew the P-51 Mustang and the F-86 Sabre. The unit racked up a very impressive ratio of 12,067 sorties with 10,373 flown in the Mustang and 1,694 in the Sabre. This enormous effort came at a high cost: 74 out of 95 Mustangs were lost as well as four Sabres, along with 34 personnel KIA/MIA, many wounded, and eight pilots becoming POWs during the conflict. While stationed at Chinhae near Pusan the unit had a squadron pub named Rorke's Drift after the Volunteer Bar Officer, Mickey Rorke, who one night accidentally fell into a nearby drainage ditch outside the pub location. The Cheetahs participated in close air support, ground attack, armed reconnaissance, engagement of enemy aircraft, and attacks on communication and

transportation lines. Having done everything they set out to do the coalition of Cheetahs left for home on 29th October 1953. Among the many awards earned by this unit were the United States and Republic of Korea Presidential Unit Citations, two Silver Stars, 55 Distinguished Flying Crosses, one Soldiers Medal, 42 Bronze Stars, and 174 Air Medals.

THAILAND

Thailand was the first nation to respond to South Korea's request for aid by sending not only food stuffs but air, land and sea forces. The Royal Thai Air Force sent C-47 Skytrain aircraft for logistical support and a total of four warships (the HTMS *Bangpakong*, HTMS *Tachin*, HTMS *Prasae I* and HTMS *Prasae II*) and one supply ship (HTMS *Sichang*) to aid in the conflict. The largest support from this nation came in the form of the 21st Thai Infantry Combined Regiment. The Thai battalion is similarly organized and equipped as an American infantry battalion in Korea. Throughout the war the Thais would typically be attached to the US 1st Cavalry Division. The 21st was involved in many battles and struggles on the peninsula, most notably during the Battle of Porkchop Hill. The Chinese forces tried five times to take this piece of terrain and were defeated every time by the Thai forces. As a result of this heroic defence of Porkchop Hill the United States Military awarded the 21st Regiment one Legion of Merit, 12 Silver Stars, and 26 Bronze Stars and lead the Commander of the Eighth Army General Van Fleet to bestow upon them the nickname 'Little Tigers'. Overall Thailand would send 11,786 soldiers to Korea and would remain until June 1972.

TURKEY

The Turkish contribution to the United Nations effort in Korea consisted of one infantry brigade (approximately 5,000 personnel) known as the Turkish Brigade with a code name 'North Star'. The advance party of the brigade arrived 12th October 1950 and was attached to the United States 25th Infantry Division. The Turkish Brigade was in country in some form or fashion until it was disbanded in 1960. The Turkish Brigade acquired a well-deserved reputation for its hard fighting ability, stubborn defence, commitment to the mission, and extreme bravery. The first leader of the North Stars was Brigadier

General Tahsin Yazici, a veteran of the Gallipoli campaign, who stepped down a rank, to Colonel, in order to be able to command this unit.

Despite the many cultural and religious differences between the Turks and the US soldiers the one item to cause most of the problems for this distinguished was the language barrier. Overall losses for the Turks were 721 KIA (including one pilot, Muzaffer Erdonmez), 2,111 wounded and 168 missing. A total of 14,936 men served in the unit during its time in Korea with about 5,455 soldiers in country at any given time. General MacArthur described the Turkish Brigade's contributions this way: "The military situation in Korea is being followed with concern by the whole American public. But in these concerned days, the heroism shown by the Turks has given hope to the American nation. It has inculcated them with courage. The American public fully appreciates the value of service rendered by the Turkish Brigade and knows because of them the 8th American Army could withdraw without disarray. The American public understands the United Nations forces in Korea were saved from encirclement and falling into the hands of the communists by the heroism shown by the Turks."



UN Forces (Turkish, Thai, and Ethiopian) by Mike Chappell © Osprey Publishing. Taken from Men at Arms 174: *The Korean War 1950–53*

FIELDING ALLIED UN PLATOONS

The Allied soldiers fighting alongside their US counterparts had most likely seen years of war previously either during WWII or during a recent civil war. Experience may get a little dull but it doesn't take much to remind a fighting soldier how to get his edge back. The US Army provided the vast majority of the

weapons and equipment for these units, not completely but certainly in large part. The primary reason for this was for ease of logistics. When only some many types of small arms round need to be ordered for a specific number of weapons then resupply can become quicker. This is one of the reasons why NATO today has a unified system of supply for items like weapons and ammunition.

In games of *Bolt Action Korea*, you can field Allied UN platoons alongside your US forces. You can field one Allied UN platoon for each US platoon included in your force.

Simply build your UN platoon with the selector presented below, using the units from the [US forces](#) list. These Allied UN units are treated the same as US units, except that they cannot purchase KATUSA recruits.

TOP SECRET

QUALITY RATING

When selecting Allied United Nations platoon units, use the following ratings:

- **Belgium/Luxembourg:** Regular EW, Regular or Veteran MW/LW
- **Columbia:** Inexperienced EW, Regular or Veteran MW/LW
- **Ethiopia:** Regular EW, Regular or Veteran MW/LW
- **France:** Regular, Veteran
- **Greece:** Regular, Veteran
- **Netherlands:** Regular, Veteran
- **Philippines:** Regular, Veteran MW/LW
- **Thailand:** Inexperienced EW, Regular or Veteran MW/LW
- **Turkey:** Inexperienced EW, Regular or Veteran MW/LW
- **Early War** – June 1950 to December 1950
- **Mid War** – December 1950 to June 1951
- **Late War** – July 1951 to July 1953

Remember that, in this book, the Korean War is divided in the following periods:

- Early War: June 1950 to December 1950
- Mid War: December 1950 to June 1951
- Late War: July 1951 to July 1953

UNITED NATIONS PLATOON

1 Lieutenant – First or Second

2 Infantry squads: Infantry squads

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Forward Observer (Artillery- Philippines, Turkey only)

0–1 Medic

Infantry

0–4 Infantry squads, a maximum of 1 engineer squad (Turkey only)

0–1 Machine gun team

0–1 Mortar team: light or medium

0–1 Sniper Team

0–2 Bazooka Teams (M9A1 or M20)

Artillery

0–1 M2A1 (Philippines, Turkey only)

Recoilless Rifle:

0–1 M18, M20

Armour

0–1 M-24 Chaffee (Philippines Only)

0–1 Transport vehicle or tow **per** infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Jeep, Three Quarter ton truck, One-and-a-half-ton truck, Two-and-a-half-ton truck

BRITISH COMMONWEALTH PERIOD SELECTORS

These are the Period Lists for the UK and Commonwealth Troops along with the following UN Forces by Period of arrival in the Korean combat zone. The 27th Infantry Brigade deployed from Hong Kong to Pusan in August 1950. Initially comprised of just three UK infantry battalions, the brigade was soon joined by units of Australia, Canada and New Zealand. This unit was to be known as the Commonwealth Brigade. The 29th Independent Infantry Brigade arrived at Pusan in late December 1950. Fielding three infantry battalions, a tank battalion, a specialized tank squadron, an artillery battalion, and a mortar battery, this Brigade was well prepared for battle. The elite 41 (Independent) Commando arrived in October 1950. Eventually these brigades would be joined by a Canadian Brigade, the 25th, and additional armour, artillery, and supporting units to form the 1st Commonwealth Division.



The Defence of Gloster Hill by Steve Noon © Osprey Publishing. Taken from Campaign 328: *Imjin River 1951*

DEFENCE OF PUSAN 27TH INFANTRY BRIGADE

1 Lieutenant – First or Second

2 Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war)
0–1 Machine gun team
0–1 Mortar team: light, medium
0–1 Sniper team

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: pack animal, horse-drawn limber, Jeep, 30–cwt truck, 3-ton truck
0–1 15cwt truck, 30 cwt truck

ADVANCE TO AND ACROSS THE 38TH PARALLEL

August and December witnessed the arrival of the 3rd Battalion, Royal Australian Regiment and the 2nd Battalion, Princess Patricia Light Infantry (Canada). The 16th Field Artillery of the Regiment of New Zealand Artillery arrived in January 1951. The three Commonwealth battalions were added to the 27th Battalion from Hong Kong forming the 27th Commonwealth Brigade. In late October 1950 the elite 41 (Independent) Commando arrived from the United Kingdom. This formation would begin operations immediately. Later they would fight as an attached unit of the US 1st Marine Division. The 29th Independent Infantry Brigade arrived from the United Kingdom in late December 1950 and was committed to action right away.

1 Lieutenant – First or Second

2 Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war)

plus:

Headquarters

0–1 Captain or Major
0–1 Veteran NCO
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war),
Commando Section 0–1 Machine gun team
0–1 Mortar team: light, medium or heavy
0–1 Anti-tank team: PIAT team (may not be upgraded to M20 bazooka)
0–1 Sniper team
0–1 Flamethrower team

Artillery

0–1 gun from:

Anti-Tank Gun: Heavy Machine Gun (US), QF 6-pdr, QF 17-pdr, Field Artillery: light artillery, medium artillery, heavy artillery Anti-Aircraft Gun: 40mm Bofors

Armoured Cars

0–1 Armoured Car or Recce vehicle from: ACV-IP (NZ only), Daimler Dingo, Daimler Armoured Car, AEC Heavy Armoured Car Mk II, AEC Heavy Armoured Car Mk III, M8 Greyhound, Recce Carrier

Tanks, Tank Destroyers, Self-propelled Artillery, and Antiaircraft Vehicles

0–1 vehicle from: M24 Chaffee Light Tank, Cruiser Tank Mk VIII Cromwell, Cruiser Tank Comet, Infantry Tank Mk IV Churchill Mk VII, Infantry Tank Mk IV Churchill Mk VIII, Infantry Tank Mk IV Churchill Crocodile, Centurion, Sherman M4A3E8 (Canada), M10 Wolverine, 3" Mortar Carrier, Machine Gun Carrier

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: pack animal, horse-drawn limber, Bren Carrier, Jeep, 30cwt truck, 3-ton truck, M3 (M5/M9) halftrack, LVT 4 Buffalo

0–1 Tow from: Bren Carrier, 15cwt truck, 30 cwt truck, Quad Tractor, Matador Artillery Tractor

CHINESE INTERVENTION AND UN COUNTER OFFENSIVE

The swift dash across the 38th Parallel and towards the Yalu River was met with the sudden and fierce Chinese Attack in November 1950. This followed the bitter withdraw from northern Korea and stabilizing the front. In the Spring of 1951, the UN began a determined series of successful counter-attacks which the Chinese and North Koreans could not withstand.

1 Lieutenant – First or Second

2 Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war), Veteran Infantry section (late-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war), Veteran Infantry section (late-war), Commando Section
0–1 Allied UN Platoon (Belgium)
0–1 Machine gun team
0–1 Mortar team: light, medium or heavy
0–1 Anti-tank team: PIAT team (may not be upgraded to M20 bazooka)
0–1 Sniper team
0–1 Flamethrower team

Artillery

0–1 gun from:
Anti-Tank Gun: Heavy Machine Gun (US), QF 6-pdr, QF 17-pdr,
Field Artillery: light artillery, medium artillery, heavy artillery
Anti-Aircraft Gun: 40mm Bofors

Armoured Cars

0–1 Armoured Car or Recce vehicle from: ACV-IP (NZ only), Daimler Dingo, Daimler Armoured Car, AEC Heavy Armoured Car Mk II, AEC Heavy Armoured Car Mk III, M8 Greyhound, Recce Carrier

Tanks, Tank Destroyers, Self-propelled Artillery and Antiaircraft Vehicles

0–1 vehicle from: M24 Chaffee Light Tank, Cruiser Tank Mk VIII Cromwell, Cruiser Tank Comet, Infantry Tank Mk IV Churchill Mk VII, Infantry Tank Mk IV Churchill Mk VIII, Infantry Tank Mk IV Churchill Crocodile, Centurion, Sherman M4A3E8 (Canada), M10 Wolverine, 3" Mortar Carrier, Machine Gun Carrier

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: pack animal, horse-drawn limber, Bren Carrier, Jeep, 30cwt truck, 3-ton truck, M3 (M5/M9) halftrack, LVT 4 Buffalo
0–1 Tow from: Bren Carrier, 15cwt truck, 30 cwt truck, Quad Tractor, Matador Artillery Tractor



British forces gain the upper hand in a brutal firefight

JULY 1951

The 25th Canadian Infantry Brigade arrived in Korea in May 1951 bringing much needed infantry support as well as additional artillery to the battlefield. Combining the 25th with the 27th and the 29th Brigades, the newly minted 1st Commonwealth Division was constituted in July 1951. Finally, all the forces of the United Kingdom and the Commonwealth could fight in the tradition of the British Empire. The ferocious and determined stands of the 27th and 29th Brigades during the Chinese Spring Offensive are the stories of legend.

1 Lieutenant – First or Second

2 Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war), Veteran Infantry section (late-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war), Veteran Infantry section (late-war), Commando Section

0–1 Machine gun team
0–1 Anti-tank team: PIAT team
0–1 Mortar team: light, medium or heavy
0–1 Sniper team
0–1 Flamethrower team

Artillery

0–1 gun from:
Anti-Tank Gun: Heavy Machine Gun (US), QF 6-pdr, QF 17-pdr, Field Artillery: light artillery, medium artillery, heavy artillery

Armoured Cars

0–1 Armoured Car or Recce vehicle from: ACV-IP (NZ only), Daimler Dingo, Daimler Armoured Car, AEC Heavy Armoured Car Mk II, AEC Heavy Armoured Car Mk III, M8 Greyhound, Recce Carrier

Tanks, Tank Destroyers, Self-propelled Artillery and Antiaircraft Vehicles

0–1 vehicle from: Cruiser Tank Mk VIII Cromwell, Cruiser Tank Comet, Infantry Tank Mk IV, Churchill Mk VII, Infantry Tank Mk IV Churchill Mk VIII, Infantry Tank Mk IV Churchill Crocodile, Centurion, Sherman M4A3E8 (Canada),
3" Mortar Carrier, Machine Gun Carrier

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: pack animal, horse-drawn Limber, Bren Carrier, Jeep, 30cwt truck, 3-ton truck, M3 (M5/M9) half track
0–1 Tow from: Bren Carrier, 15cwt truck, 30cwt truck, Quad Tractor, Matador Artillery Tractor

JULY 1952

The soldiers of the Commonwealth Division demonstrated the utmost displays of courage over the course of the previous year, and 1952 until the time of the truce would be no different. Continued rotations of new battalions into action would bring highly trained and prepared soldiers ready to do their duty for not only country but for their new monarch, the recently crowned Queen Elizabeth II.

1 Lieutenant – First or Second

2 Regular Infantry sections (early-war), Veteran Infantry sections (early/mid-war), Veteran Infantry section (late-war)

plus:

Headquarters

0–1 Captain or Major

0–1 Veteran NCO
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry sections: Regular Infantry section (early-war), Veteran Infantry section (early/mid-war), Veteran Infantry section (late-war)
0–1 Machine gun team
0–1 Mortar team: light, medium or heavy
0–1 Anti-tank team: PIAT team
0–1 Sniper team
0–1 Flamethrower team

TOP SECRET

BRITISH COMMANDER – LT. COL. J. P. CARNE

Lt Col Carne was 45 years old when he was in command of the 1st Battalion, The Gloucestershire Regiment during its heroic fight near the Imjin River in April 1951. His unit of 700 troops resisted for several days against an estimated 11,000 attackers. On two separate occasions he personally led assault parties armed with a rifle and a few grenades to drive back enemy incursions into his lines. Due to his leadership, courage, and coolness under fire he held his unit together and was awarded the Victoria Cross. Ultimately, his unit was captured and he was singled out from his troops and would spend most of his internment in solitary confinement.

Artillery

0–1 gun from:
Anti-Tank Gun: Heavy Machine Gun (US), QF 6-pdr, QF 17-pdr, Field Artillery: light artillery, medium artillery, heavy artillery

Armoured Cars

0–1 Armoured Car or Recce vehicle from: ACV-IP (NZ only), Daimler Dingo, Daimler Armoured Car, AEC Heavy Armoured Car Mk II, AEC Heavy Armoured Car Mk III, M8 Greyhound, Recce Carrier

Tanks, Tank Destroyers, Self-propelled Artillery and Antiaircraft Vehicles

0–1 vehicle from: Cruiser Tank Mk VIII Cromwell, Cruiser Tank Comet, Infantry Tank Mk IV Churchill Mk VII, Infantry Tank Mk IV Churchill Mk VIII, Infantry Tank Mk IV Churchill Crocodile, Centurion, Sherman M4A3E8 (Canada), 3" Mortar Carrier, Machine Gun Carrier

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: pack animal, horse-drawn limber, Bren Carrier, Jeep, 30cwt truck, 3-ton truck, M3 (M5/M9) half track
0–1 Tow from: Bren Carrier, 15cwt truck, 30cwt truck, Quad Tractor, Matador Artillery Tractor

CHINESE PVA PERIOD SELECTORS

These are the Period Selectors for the Chinese Peoples Volunteer Army (PVA) from the time of their intervention in October 1950 until the truce of July 1953. The PVA armed forces had recently concluded the Civil War in China, barely recovering before involvement in the War in Korea to halt the US and UN forces from approaching the Chinese border.

PVA INTERVENTION REINFORCED PLATOON

A PVA Intervention Platoon was lightly armed, well trained, highly motivated, disciplined, and had extensive combat experience. Many of these volunteer soldiers had been fighting before the Japanese invaded Manchuria in 1937. Though lightly armed they were masters of guerrilla tactics, camouflage, and night movement. Courage would carry the PVA far into battle but the shortfall in logistics would be their weak link.

1 Communist Officer

2 Infantry Squads, Guerrilla Cells, Cavalry Troops, or Mongolian Cavalry Troops

1 Political Officer

Plus:

0-1 Communist Captain or Major

0-1 Medic

0-1 Forward Observer: Artillery

Infantry

0-6 Infantry Squads: Conscript Squad, Infantry Squad, Guerrilla Cell, a maximum of one Engineer Squad

0-2 Grenadier Squad

0-1 Scout Team

0-1 Night Infiltrators

0-1 Cavalry Troop or Mongolian Cavalry Troop

0-1 Machine gun team: light or medium

0-1 Mortar team: light or medium

0-1 Flamethrower team

0-1 Bazooka Team (US M9A1)

0-1 Sniper team

Artillery

0–1 from:

Anti-tank gun: DShK 12.7mm HMG, 57mm recoilless rifle M18 (US), ZiS-3 anti-tank gun

Field Artillery: 120mm heavy mortar, Type 41 mountain gun, 75mm M1A1 pack howitzer

Tanks

0–1 SU-76, T-34/85

Transport vehicle or tow

0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, Morris 15cwt truck, Buessing-NAG truck



PVA Light Mortar Team

CHINESE PVA OFFENSIVES – THROUGH SPRING 1951

The first offensives through December of 1950 drove the UN forces from the Yalu River back south across the 38th Parallel. Initially successful, the PVA moved too far ahead of their supply lines and needed to halt to gather equipment and men. Launching a massive Offensive on New Year's Eve 1951 kept the pressure on the UN. The brutally harsh cold weather affected both sides and the PVA paid the cost too. A final large push in the spring of 1951 nearly broke the UN front line.

1 Communist Officer

2 Infantry Squads, Guerrilla Cells, Cavalry Troops, or Mongolian Cavalry Troops

1 Political Officer

Plus:

Infantry

0-6 Infantry Squads: Conscript Squad, Infantry Squad, Guerrilla Cell, a maximum of one Engineer Squad
 0-1 Submachine gun Squad
 0-3 Grenadier Squad
 0-1 Scout Team
 0-1 Night Infiltrators
 0-1 Cavalry Troop or Mongolian Calvary Troop
 0-1 Machine gun team: light or medium
 0-1 Mortar team: light or medium
 0-1 Flamethrower team
 0-1 Bazooka Teams (US M9A1)
 0-1 Sniper team
 0-2 Artillery
 0-1 from: Anti-tank gun: 12.7mm HMG, 57mm recoilless rifle M18 (US), 45mm Model 1937 Anti-tank gun, M-42 anti-tank gun, ZiS-3 anti-tank gun, BS-3 anti-tank gun
 0-1 from: Field Artillery: 120mm heavy mortar, Type 41 mountain gun, 75mm M1A1 pack howitzer
 0-1 from: Tanks, Tank Destroyers, Self-propelled Artillery: Captured M24 Chaffee, Captured M4A1/2/3/4, Captured Type 95 Ha-Go, M3A3 Stuart V, SU-76, T-34/85
 0-1 from: Armoured Cars: Captured UN light vehicle (examples: M20 Armoured Car, M3A2 Half-track, Universal Carrier, and Daimler Armoured Car), BTR-40
 0-1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, GAZ Jeep, Morris 15cwt truck, Buessing-NAG truck

TOP SECRET

CHINESE SUPREME COMMANDER - GENERAL P'ENG TEH-HUAI

The overall commander of the People's Volunteer Army (PVA) was undecided on China's roll in the Korean Conflict until he met with Mao in October 1950. After this meeting Mao and others decided to support North Korea and General Peng was named the Commander and Commissar of the PVA. On the 18th of October, General Peng gave the order for more than 260,000 troops to cross the border into Korea. Because of the initial shortages of artillery, armour, and air support General Peng used what he called the 'short attack', otherwise known as the human wave tactic. The actual details are a bit hard to find but estimates of over one million Chinese became casualties during the Korean Conflict. General Peng's experiences from the war convinced him the Chinese military must modernize its approach to warfare; all the way from equipment to standards of professionalism.

TOP SECRET

CHINESE BURP GUNS

When the North Korean Army crossed into the South they were armed with Soviet weapons and the most famous was the "Burp Gun". It was called this because of the noise it made when fired but its official title is the Model PPSh41. The PPsh41 was a carryover from WWII and had a high rate of fire and ammunition capacity. This weapon was usually involved in close assaults and suppressive fire.

A favourite tactic was to arm an entire platoon with bags of grenades and another one with Burp Guns and send a human wave of troops at UN positions. Only with severe fire discipline, artillery support and a strong dug in position could the UN forces have any hope of holding the line against this tactic.



PVA Infantry Squad

JULY 1951 TO JULY 1953

Holding the line and even using guerrilla tactics caused the UN to hold back on a counterattack to push north again. By July 1951 and through to July 1953, there were small battles and limited attacks in an area for a hilltop or a ridgeline. The PVA were determined to fight and hold every parcel of ground in their control.

1 Communist Officer

2 Infantry Squads, Guerrilla Cells, Cavalry Troops, or Mongolian Cavalry Troops

1 Political Officer

Plus:

Infantry

0-6 Infantry Squads: Conscript Squad, Infantry Squad, Guerrilla Cell, a maximum of one Engineer Squad

0-1 Submachine gun Squad

0-2 Grenadier Squad

0-1 Scout Team

0-1 Night Infiltrators

0-1 Cavalry Troop or Mongolian Cavalry Troop

0-1 Machine gun team: light or medium, heavy

0-1 Mortar team: light or medium, heavy

0-1 Flamethrower team

0-2 Bazooka Teams (US M9A1)

0-1 Sniper team

0-2 From:

Artillery

0–1 from: Anti-tank gun: 57mm recoilless rifle M18 (US), 45mm Model 1937 anti-tank gun, M-42 anti-tank gun, ZiS-3 anti-tank gun, BS-3 anti-tank gun

0–1 from: Field Artillery: Type 41 mountain gun, 75mm M1A1 pack howitzer, 15CM SFH18 heavy howitzer

Armoured Cars

0–1 from: Armoured Cars: Captured UN light vehicle (examples: M20 Armoured Car, M3A2 Half-track, Universal Carrier, and Daimler Armoured Car), BTR-40

Tanks

0–1 from: Tanks, Tank Destroyers, Self-propelled Artillery: Captured M24 Chaffee, Captured M4A1/2/3/4, T-34/85, SU-76, IS-2, ISU-12

Transport vehicle or tow

0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon: pack animal, horse-drawn limber, GAZ Jeep, Morris 15cwt truck, Buessing-NAG truck



Semper fidelis – US Marines take the fight to the Communists

NOTABLE COMBATANTS



COMMUNIST HEROES

The promoted and enforced mindset of the communist forces participating in this war was everything for the greater good. Individuality was highly discouraged and rarely promoted unless for propaganda needs. In fact, many of the Chinese forces – because of their volunteer nature – were rarely if ever paid by China for their efforts, like other combatant forces by their respective nations were. Therefore, finding an actual name to represent a special character was very difficult, if not almost impossible. To not seem one sided in our portrayal of some of the heroic personalities from both sides we have blended a snap shot of many battle reports or citations of units or individuals into three characters, given them fictitious names, and present to you these three entries below.

COMPANY COMMANDER ZHAO CHENG – HERO OF THE CHINESE PEOPLE’S LIBERATION ARMY

The Chinese People’s Liberation Army awards a badge to persons who are model heroes for the rest of the PLA. The Hero’s Medal was first created in April 1951 by the Chinese PLA political director Du Ping in an effort to promote the unity of the Chinese armed forces during the Korean War. The medal was envisioned so the common soldiers would follow the examples set by a few selected role models. When the medal was first created, it was composed of three categories – second, first, and special class. We will use the heroic examples of Company Commander Zhao Cheng Hero’s Medal Special Class recipient to reflect these model soldiers of the PVA in our *Bolt Action Korea* arena.

Cost	175pts (Veteran Captain)
Team	One officer and up to two other men
Weapons	Submachine gun, pistol, or rifle/carbine as depicted on the model
Options	- He may be accompanied by up to two men at a cost of +13pts per man
	- When Company Commander Cheng is activated and performs a Snap to Action he can get one additional order die out of the bag if he uses them only on infantry units (i.e. not vehicle or artillery units). Additionally, any units within 12” of

Special Rules	Company Commander Cheng participating in a close combat have the Fanatic special rule to reflect not wanting to embarrass themselves in front of a true hero of the Chinese Liberation Army.
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COMMANDER CHU PAK OF TANK NO. 215, – A MEMBER OF THE CHINESE PEOPLES VOLUNTEER ARMY (PVA) 2ND TANK DIVISION

In late May 1951 the 2nd Tank Division of the PVA moved into the Korean peninsula and took part in approximately 267 battles during the conflict. The Division amassed a combat record of destroying or damaging 28 tanks, 24 artillery pieces, and 101 aircraft. Its most renowned member, Tank No. 215 (commanded by our fictitious hero, Chu Pak) from the 4th Tank Regiment, was credited with knocking out four and damaging another M46 Patton tanks, destroying nine artillery pieces, 26 bunkers, and one truck. This tank has been honoured as the ‘People’s Hero Tank’ and can be seen in the Military Museum of the Chinese People’s Revolution in Beijing, China.

COMMANDER PAK AND TANK NO. 215

Cost	325pts (Veteran T34/85)
Weapons	One turret-mounted heavy anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
Damage Value	9+ (medium tank)
Special Rules	- Rapid Fire: When you give this unit a Fire order, it may fire its main gun twice, either against the same target or two different targets.
Skills	- Eye for Terrain - Bulldozer - Hair Trigger - Lucky

SERGEANT TAEK KIM – RECIPIENT OF THE ORDER OF THE NATIONAL FLAG

The Order of the National Flag was the oldest order in North Korea, having

been established just six weeks after the nation was founded in 1948. Taek Kim was a member of the famous 766th Independent Infantry Regiment of North Korea. This elite unit was formed in 1949 and was trained in amphibious assaults and to infiltrate behind enemy lines to attack supply areas and communications centres. This regiment was at the leading edge of the slow push down the peninsula and was committed to the Battle of the Pusan Perimeter. This contingent saw its last action when it was assigned to participate in the Battle of P'ohang-dong. It suffered such extensive losses from naval and air strikes that it ceased to be a cohesive fighting component and the survivors were parcelled out to other KPA sections in the 12th Division. It is possible the 'Flag Unit' from the South Korean Movie 'Tae Guk Gi (Brotherhood of War)' was modelled after this elite regiment (the author likes to think so!)

Cost	+30pts
Team	He is not a team, but instead may be added to one of your Veteran Infantry sections, replacing the NCO, for the cost listed above.
Weapons	Submachine gun
Special Rules	- If Sergeant Taek Kim is a member of your unit, they will receive the Tough Fighters special rule and get an extra attack in close combat against infantry and artillery units.

UN NOTABLE COMBATANTS

CAPTAIN LEWIS MILLETT

After World War II, Millett attended Bates College in Lewiston, Maine, for three years before being called up to serve in the Korean War. By February 7, 1951, Millett was serving in Korea as a captain and commander of Company E of the 2nd Battalion, 27th Infantry Regiment. On this day, near Soam-Ni, he led his company in an assault on an enemy position atop Hill 180 near Anyang. When one platoon became pinned down by heavy fire, Millett took another platoon forward, joined the two groups, and led them up the hill. Wielding his bayonet and throwing hand grenades, Millett yelled encouragement to his soldiers throughout the hand to hand fight. Upon reaching the top of the hill, his men stormed the enemy position and forced the opposing soldiers to withdraw. Although wounded in the shin by grenade fragments, Millett refused to be evacuated until the position was secured. Historian S.L.A. Marshall described the attack as “the most complete bayonet charge by American troops since the Battle of Cold Harbor”. Out of about 50 enemy dead, roughly 20 were found to have been killed by bayonets, and the location subsequently became known as Bayonet Hill. For his leadership during the assault, Millett was awarded the Medal of Honor. The medal was formally presented to him by President Harry S Truman in July 1951. He was also awarded the Army’s second-highest decoration, the Distinguished Service Cross, for leading another bayonet charge in the same month.

Cost	150pts (Veteran Captain)
Team	One officer and up to two other men
Weapons	Submachine gun, pistol, or rifle/carbine as depicted on the model
Options	- He may be accompanied by up to two men at a cost of +13pts per man
Special Rules	- Fix Bayonets! If Captain Millett is within 12” of a unit participating in close quarters, then every member of the unit receives the Tough Fighters and Fanatic special rules.

SERGEANT RECKLESS

After several requests were made by the members of the 5th Marine Regiment's Recoilless Rifle Platoon they were finally allowed to buy pack animals to carry up to nine 24-pound shells for the unit in October 1952. By chance a local Korean stable boy was selling Ah Chim Hai at a local racetrack and the unit bought the horse for \$250 and named her Reckless after their support weapon. Reckless was taught all the skills of war she would need to perform her duties and was well received by the Marines. Her most notable day of fighting occurred during the Battle for Outpost Vegas in March 1953. In one day of the battle Reckless made 51 solo trips to the troops carrying a total of 386 recoilless rifle rounds (equal to over 9,000 pounds) to her unit. Additionally, she escorted or carried several wounded marines to the nearby aid station. During the fighting she was wounded twice and was promoted to Corporal. Later in the Conflict Reckless became the first horse in the Marine Corps to participate in an amphibious landing. After the Korean Conflict she was formally promoted to Sergeant and spent her remaining days at Camp Pendleton, California. A plaque dedicated to her and a photo can be viewed at the stables there. A statute was erected in her honor at the National Museum of the Marine Corps at Quantico, Virginia.

Cost	135pts (Veteran)
Special Rules	- If Sgt Reckless is within 3" of a recoilless rifle unit they will get one extra shot each time they fire. She also is classified as a medic due to her supportive role guiding or transporting wounded in all the battles she participated in.

PRIVATE WILLIAM SPEAKMAN

Private Speakman was a member of the King's Own Scottish Borders of the Famous Black Watch Royal Highland Regiment of the British Army during the Korean War. On 4 November 1951 Private Speakman and his section were in the process of being overrun by enemy forces when he decided to do something about it. The very tall (six-foot, six inch) Speakman gathered six men and grabbed all the grenades he could and lead them in a series of charges to stop the enemy and drive them back. This broke up several assaults and caused heavy casualties amongst his enemy. Even after he was wounded in the leg Speakman

kept leading charges, running out of grenades and grabbing the next thing he could, empty beer bottles, to keep the enemy back so his unit could withdraw in an orderly fashion to better defensive positions and stopped his unit from being overran by the on-coming human wave attacks. For these actions he became the first Victoria Cross (VC) winner and was the first VC presented by Queen Elizabeth II. Sadly, Private Speakman passed away in June 2018.

Cost	150pts (Veteran)
Special Rules	- A unit with Private Speakman included will have the Blood Curling Charge and Tough as Boots Special Rules



Sergeant Reckless tirelessly serves her gun crew with fresh ammunition

KOREAN WAR SPECIAL RULES



RULES GENERIC TO *BOLT ACTION* *KOREA*

A game of *Bolt Action Korea* can be played with two opposing forces and some standard terrain or a game can be played as challenging as the Korean War was itself. For this, use allied forces, include weather, fortifications, night fighting, and fighting in a village or a city all at once. This collection of special rules can be used individually or in a combination of ways to make your game more exciting and interesting.

MULTINATIONAL FORCES

It was common for units of different allied nationalities to be deployed to separate sectors to avoid communication problems. However, in the heat of battle it often happened that troops would find themselves fighting shoulder to shoulder with the forces of allied nations. These rules offer an optional way to mix nationalities within your force. First of all, we encourage mixing forces only with both sides' agreement, as mixed forces may occasionally trigger rules conflicts, which will need to be resolved on the fly by the players.

As a guideline, special rules that affect a force or units of one nationality do not affect their allies. For example, the morale bonus of a British officer would not affect US units, and the Modern Communications army special rule of the Americans does not affect British units that are in Reserve alongside their US counterparts. When assembling a mixed force, select at least one platoon from one army list (e.g. *Armies of the United States*) and then at least one platoon from another army list (e.g. *Armies of Great Britain*). The points cost total of all of these platoons added together must be equal to the agreed point total, in other words equal to the opponent's total. For example, if you are about to face 1,000pts of North Koreans or Chinese, you may want to select one or more US platoons to a value of 500pts and one or more British platoons to a value of 500pts. Of course, the split does not have to be 50–50, we leave that to the players.

The same player can control these different nationalities' platoons if you wish. However, we definitely think it's more entertaining if each nationality's forces are controlled by a separate player. Alternatively, you may assign different coloured dice to each nationality, which will speed things up considerably. This is by far our favourite solution. At the end of a game, each nationality scores victory points individually (which gives you bragging rights), but the forces fighting as allies will of course add their points together to calculate which side has won the game, as normal.

Keep in mind, the Korean War was a multinational effort with Allied forces constantly fighting shoulder-to-shoulder, so not only do you have an opportunity to try out a new experience fighting with an allied contingent but you can also start collecting a new army to model.



US Army anti-tank gunners mark their next victim

PERIODS

The entire conflict occurred in a single theatre of operations over a three-year

period with massive build-ups of troops and rapidly changing military situations. In many cases, Allied Nations may not have been available or a piece of equipment may not have been available in July 1950 versus July 1951. In some rules, selectors, and scenarios, we have broken the war into periods that match the recognized critical time periods in the war, as follows:

- Early War: June 1950 to December 1950
- Mid War: December 1950 to June 1951
- Late War: July 1951 to July 1953

GENERIC UNITS

TRANSPORTS

The following two units can be used by any force (as transports or tows).

HORSE-DRAWN LIMBER

The terrain of Korea, and a lack of motorised or mechanised prime movers, necessitated China's use of horses for limbers and transporting resupply material for the troops. Horse-drawn limbers are available as Tow choices for any army in the Korean War. They are treated as wheeled vehicles, except as noted below.

Cost	8 pts (Inexperienced), 10pts (Regular), 12 pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft skinned)
Tow	Any gun or howitzer
Special Rules	- Slow (only when towing)

MULE TEAM

Mules have proven a reliable method of transport throughout the ages. During the Korean War, mules continued to serve all armies in this role, assisting in moving equipment, munitions and wounded soldiers through mountains and difficult terrain. They are treated as a towing vehicle, except they move as infantry.

Cost	4pts (Inexperienced), 5pts (Regular), 6pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft skinned)
Tow	Any light gun or light howitzer
Special Rules	- Stubborn: When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add one pin marker to the team. This rule does not apply if Fubar is rolled. - Gun assembly. To simulate the fact this gun was actually transported

	disassembled, when the gun is unlimbered the artillery unit suffers a pin. When the gun is limbered, the mule team (and consequently the transported artillery unit) suffers a pin.
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TOP SECRET

MiG-15

The UN air forces were shocked on 1 November 1950 when a sleek, all silver jet fighter crashed through their formations and into the history books as the first swept wing fighter to be used in combat. It leveled the skies over Korea forcing the B-29s to conduct their missions at night, and roamed the skies out of MiG Alley at will until the F-86 Sabre jet rose to meet it in aerial conflict. It was capable of speeds up to 0.9 Mach and carried a devastating array of firepower. Two 23mm autocannons were located on the lower left side of the fuselage and one 37mm autocannon on the right. It was widely speculated Russian pilots flew many of these aircraft, but the Soviet Union denied all such outrageous claims. It wasn't until after the Cold War and the fall of the Communist Party that the pilots who flew during this conflict slowly began to reveal themselves to the world and turn these rumours into the truth. With over 12,000 MiG-15 being built over its operational career it is thought to be one of the most produced aircraft in the world. In fact there are stories it is still being used today in North Korea as an advanced jet trainer.

AIRCRAFT IN THE KOREAN WAR

KOREAN WAR AIRCRAFT TABLE

Due to the massive advancements in the realm of aerodynamics and aircraft propulsion during the time between the end of World War II and the Korean War, we have changed the usual air chart for this supplement. This was the first time operationally tested piston and jet aircraft plus helicopters were deployed in large numbers over the battlefield. The two types to be included in this new chart will be those battlewagons from World War II the propeller driven aircraft along with the fast and sleek jet driven airframes. Because of this diversity we wanted to reflect both types in our Air Strike Table to give our players a chance to experience these technological marvels on their very own battlefields. Helicopters at this time were still a very new item in the combatants and not armed or deployed in an attack nature so they are not included here.

If the Air Observer successfully calls in an airstrike, by rolling a 'Here it comes!' result on the Air Strike Table, before proceeding to the Warplane Type chart, roll D6:

AIR STRIKE TABLE	
D6 Roll	Aircraft Type
1-3	Jet aircraft on its way!
4-6	Propeller-driven aircraft barreling in...

JET AIRCRAFT WARPLANE TYPE

Flak: To hit a jet aircraft you must roll a 6. Jet aircraft will abort after receiving four hits.

JET AIRCRAFT WARPLANE TYPE TABLE	
D6 Roll	Aircraft Type
1-2	Strafing Jet (Heavy Weapons): Target takes D2 pins. Infantry, artillery, and soft skin vehicles suffer 2D6 hits with a +2 penetration value. Infantry and Artillery units can go Down to halve these hits. Armoured targets are hit on the top armour.

3-4	Fighter Bomber Jet (Rockets, Bombs and Heavy Weapons): Target takes D3 pins. Place a 3" HE template on target like a HE shell with a +4 penetration value. Infantry and Artillery units can go Down to halve these hits. Armoured targets are hit on the top armour.
5-6	Napalm Armed Jet: Target takes D3+2 pins. Place a 4" HE template on target like a HE shell with a +3 penetration value. Target units cannot go Down. After conducting hit on unit, roll 2D6 and move the template away from the impact point in a straight line. If the template moves over any model from any other unit, friend or foe, those units are also hit by the napalm and suffer 2D6 hits at +5 Pen, D3+2 pins and cannot go Down to halve the hits, as above. After all hits and pins are applied, the target or targets must take a morale check. Armoured targets are hit on the top armour.



Deadly dogfight over MiG Alley

PROPELLER AIRCRAFT WARPLANE TYPE

Flak: To hit a prop aircraft you must roll a 5 or 6. Prop aircraft will abort after

receiving six hits.

PROPELLER AIRCRAFT WARPLANE TYPE TABLE	
D6 Roll	Aircraft Type
1–2	Fighter Bomber Aircraft (Bombs and Heavy Weapons): Target takes D3 pins. Place a 3" HE template on target like a HE shell with a +3 penetration value. Infantry and Artillery units can go Down to halve these hits. Armoured targets are hit on the top armour.
3–4	Ground Attack Aircraft (Rockets, Bombs, and Heavy Weapons): Target takes D6 pins. Place a 4" HE template on target like a HE shell with a +4 penetration value. Infantry and Artillery units can go Down to halve these hits. Armoured targets are hit on the top armour.
5–6	Napalm Armed Aircraft: Target takes D3+2 pins. Place a 4" HE template on target like a HE shell with a +3 penetration value. Target units cannot go Down. After conducting hit on unit, roll 2D6 and move the template away from the impact point in a straight line. If the template moves over any model from any other unit, friend or foe, those units are also hit by the napalm and suffer 2D6 hits at +5 Pen, D3+2 pins and cannot go Down to halve the hits, as above. After all hits and pins are applied, the target or targets must take a morale check. Armoured targets are hit on the top armour.



F9F Panther by Jim Laurier © Osprey Publishing. Taken from *Combat Aircraft 103: F9F Panther Units of The Korean War*

WEATHER HAZARDS

The land of Korea could be especially harsh to those not prepared for the rapid change in the weather. The extreme heat and humidity of the lowlands during the short summers sapped soldiers' strength and rotted through their equipment with astonishing rapidity. Malaria, dysentery, and other tropical diseases ran rampant among men who were all too often already half-dead on their feet through exhaustion, lack of sleep, and malnourishment due to frequent interdiction of their supply routes. The Chinese and Koreans were by no means immune to these problems and were often in a state similar to their opponents. Periodically, the terrain and weather seemed to conspire against the combatants to make matters worse, with periods of torrential rain turning the Korean countryside into an impenetrable morass.

The rules for sub-tropical and temperate hazards encompass several common issues in continuous fighting that can impact on the soldiers' efficiency. They are used for certain historically based scenarios and can be applied to any of the standard scenarios to give a more challenging weather-based theme if both players agree.

If you cannot decide on which rules to apply you may instead roll on the chart below at the same time as you roll for the scenario being played:

WEATHER HAZARD TABLE	
D6 Roll	Result
1	Exhaustion for defenders*
2	Exhaustion for defenders and attackers*
3	Exhaustion for attackers*
4	Mud
5	Monsoon season
6	Normal conditions (or roll again, if both players agree)
*In scenarios without a defined attacker and defender both players roll off, the high scorer is nominally the attacker for the purpose of tropical hazards.	

EXHAUSTION

Combat casualties were frequently only a fraction of the losses suffered through disease. The physical and mental condition of troops fighting while exposed to the weather deteriorated especially rapidly when they were in combat. The weather in Korea can be very seasonally dramatic with extreme temperature shifts. Exhaustion has three effects:

- In scenarios where the Exhaustion rule applies, infantry and artillery units must take a morale check at the beginning of the game. If the test is failed, each point it is failed by indicates the loss of one soldier or crewman from the unit.
- Exhausted units that are in reserve who must pass a morale check to move onto the table suffer an extra -1 to their test.
- Exhausted units must pass an order check in order to successfully execute a *Run* order even if they have no pin markers.

MUD

During the monsoon season from June to September each year heavy rainfall is brought to Korea by changes in the prevailing winds. Downpours can be truly torrential; streams become rivers and rivers become raging torrents, tracks and paths turn into a bottomless morass of liquid mud. Commanders tried to avoid undertaking major campaigns during the monsoon season due to the difficulty of moving men and equipment but fighting often went on anyway. Even outside of the monsoon season, narrow tracks and unpaved roads could be turned into impassable mud pits by heavy traffic or tanks using them frequently.

Infantry and tracked vehicles could deal better with mud (at least in the short-timescale represented by a *Bolt Action Korea* engagement), but wheeled vehicles really struggled. Areas of mud are normally treated as difficult ground in *Bolt Action*. However, if you like to add an element of randomness similar to the one used for ice, you can agree with your opponent to use the rules below for vehicles and artillery units moving across areas of mud – vehicles and artillery units treat mud as open ground, but any such unit whose movement is going to cross a section of mud must declare their intended move and then roll on the Deep Mud table the moment they start moving onto the mud.



PVA Medium Machine Gun Team

DEEP MUD TABLE	
D6 Roll	Result
0	Buried deep: The unit cannot move for the rest of the game.
1–2	Bogged down: The unit has to stop, losing grip on the ground. The unit moves into the mud and then immediately stops (or does not move at all if it started the move in mud). The unit also suffers an extra -1 modifier to this roll the next time it moves.
3–4	Struggle: The efforts to cross this section of mud are very troublesome for your vehicle's traction. Vehicles continue with their move normally but can only move through a maximum of 6" of mud as part of their move, after which they must stop. The same goes for Artillery units, except that they can move only up to 2".
5–6	Fairly solid going: This area was not as deep and soft as you thought. The unit continues its move normally
Deep Mud Modifiers	
+1	Fully tracked vehicle
+0	Half-track:
-1	Wheeled vehicle, artillery

MONSOON SEASON

During the monsoon season scenarios that do not normally feature limited visibility (see [Reduced Visibility](#) rules) may feature them on a die roll of 4, 5, or 6 to represent the additional blinding (and deafening) effects of torrential rain. In scenarios which already use the Reduced Visibility rules reduce the spotting distance for units by another -3" during monsoon season. The rules for mud will also be applied to all unpaved roads and open ground. Forward Air Observers attempting to call in an air strike during monsoon season suffer a -1 penalty on the Air Strike chart.

SNOW

In rules terms, areas of snow are treated as rough ground (see page 46 of the Bolt Action rulebook). This means that infantry and tracked vehicles are limited to making advances moves in snow, while artillery and wheeled vehicles may not move at all.

FROSTBITE

At the start of a game in scenarios where the frostbite rule applies units affected by Frostbite must take a Morale check. If the test is failed, each point by which it is failed indicates the loss of one soldier or crewman from the unit in the case of infantry or artillery, or immobilisation in the case of vehicles. If a vehicle is immobilised by frostbite while not on the table (including outflanking), it's considered destroyed – its passengers can arrive on the table on foot but suffer an additional -1 to their test for coming onto the table (when such test is needed).

COLD WEATHER CLOTHING

The hazards of cold weather were well known to every army by the time of the Ardennes campaign. Whilst effective cold weather clothing and protective gear had been developed, the problem lay in the logistical challenge of getting that equipment to the front line where it was needed, in time and in sufficient quantities.

Cold weather clothing may be purchased for any unit in a scenario which includes the frostbite special rule. Cold weather clothing costs 1 pt per model in the unit, and must be bought for the entire unit. Any unit equipped with cold weather clothing may subtract 1 point from their roll for their frostbite check.



North Korean tanks push through the thick Korean undergrowth

FOG

The modern meteorological definition of fog places visibility at anything less than 1,000 metres; anything more than this is classified as mist. With this in mind, the effects of fog can vary between having no practical effect on the ranges considered in a game of Bolt Action, to being unable to see the other members of one's own squad or section.

As standard, any scenario which includes fog as a special rule results in all ranges being limited to 18". Long range remains at over half of the weapon range, not the limited visibility range. Indirect fire can fire at its normal ranges, it is the spotter who has their visibility limited to 18". If both players agree, a different range can be selected as the limit of visibility.

FOG OPTIONAL RULES

As described above, fog can thicken or clear based on many factors. These might include air temperature, moisture content, wind, sunlight or local geographical disposition. If both players agree and would prefer a more fluid environment, roll a D6 at the end of each turn and consult the following table.

D6 Roll Result	
1-2	Thickening: Reduce the visibility range by 2D6 inches (to an absolute minimum of 12")
3-4	No change
5-6	Clearing: Increase the visibility range by 2D6 inches



Night Fighting by Peter Denksi © Osprey Publishing. Taken from Weapon 13: *The M1 Carbine*

NIGHT FIGHTING RULES

The following rules deal with the limited visibility and uncertainty caused by night operations. They can also be used for battles that occur in other situations of limited visibility, like in heavy fog, snow blizzards, sandstorms and the like. We have found that these rules add a layer of complexity to games of *Bolt Action*, and slightly slow down game-play, but they create a very different gaming experience, with different tactical challenges and extra tension that, we feel, perfectly captures the fear and confusion of fighting at night. We would like you to try these rules and let us know what you think of them, as we would love to include them in a future edition of the main rulebook.

DIFFERENT TYPES OF GAME

Whenever you are about to pick a scenario for a game of *Bolt Action Korea*, you can agree with your opponent that the game you are going to play is going to simply follow the normal game rules, or that it is going to be a Night Fight, in which case the [Reduced Visibility rules](#) will apply throughout the game.

Alternatively, you can decide that you are playing a Dawn Assault game, a Longest Day game, or a Star Shell! Game. If you cannot decide on which type of game to play, you may instead roll on the chart opposite at the same time as you roll for the scenario being played:

SCENARIO TABLE	
D6 Roll	Scenario
1	Night Fight
2	Star Shell!
3	Dawn Assault
4	Longest Day
5	Normal visibility game (or roll again, if both players agree)
6	Players roll-off and the winner chooses

In a Star Shell! Game, the action takes place at night, with Reduced Visibility

throughout, but you must roll a die at the beginning of each turn after the first. On a roll of 4 or more, a powerful Star Shell goes up (or series of flares are parachuted in, or a heavy fog curtain lifts temporarily...) and visibility is normal for that turn only. Roll again for visibility the next turn, and so on.

In a Dawn Assault, the game begins with the Reduced Visibility rules, but you must roll a die at the beginning of each turn after the first and add the current turn number to the result (e.g. add +2 on turn two, +3 on turn three, etc.). On a modified total of 8 or more, the Reduced Visibility rules immediately cease to apply and visibility returns to normal for the rest of the game.

In a Longest Day, the game begins with normal visibility, but you must roll a die at the beginning of each turn after the first and add the current turn number to the result (as Dawn Assault). On a modified total of 8 or more, the Reduced Visibility rules immediately begin to apply and last for the rest of the game.

REDUCED VISIBILITY

When you are determining whether a unit is able to see a target (for shooting, assaulting, etc.) at night, first follow the normal rules for line of sight. If the target would be visible according to the normal rules, then start the normal shooting procedure and declare the target. Then, before the 'target reacts' step, you must take a spotting roll for the acting unit to see whether they can actually identify the target through the darkness:

Roll 2D6 and add or subtract any of the modifiers listed below that apply, down to a minimum modified total of 2.

REDUCED VISIBILITY MODIFIER TABLE	
Modifier	Effect
+6"	The target has a 'Fire', 'Advance', 'Run' or 'Rally' order die on it.
+6"	The target has a 'Muzzle Flashes!' marker on it (see below)
-6"	The target has a 'Down' order die on it.
-6"	The target is a small unit.
+6"	The target is a vehicle.

If the modified total is equal or higher than the distance between the firing unit and the target, then the target is visible and the firing/assaulting sequence

continues as normal – target reacts etc. If the total is lower than the distance to the target, the attacking unit cannot shoot/assault the target and its action ends immediately (the acting unit's order die is simply left as it is), as the men nervously scan the darkness in search of targets.

MUZZLE FLASHES!

The worst thing a unit can do at night is to open fire, as the loud noises and particularly the flashes of their weapons will reveal their position to the enemy. Tracer rounds are infamous for 'working both ways'. To represent this, when a unit fires any weaponry against an enemy, it must be marked with a 'Muzzle Flashes' marker (a coin or other token). This token makes the unit more visible, as shown in the table above, and will remain with the unit until it receives another order. Note that it is possible for a unit to receive a *Fire* order die, but then to be unable to actually open fire (because of a failed spotting roll, for example). These units do not receive a Muzzle Flashes! marker – you only get one when you actually fire a weapon at the enemy.

FIRES

Burning vehicles or buildings illuminate a surprisingly wide area and anyone near them is very likely to get spotted. Count any unit within 6" of a building or vehicle that's on fire as having a "muzzle flashes" marker even if they haven't fired.

REACTING TO AN ASSAULT

If a unit successfully declares an assault at night and the target reacts by firing at the assaulting models, the target unit must first make a spotting roll to see if they can see the assaulting models (before they are moved). If the target unit fails this spotting roll, it may not react, just as if the assaulting unit was within 6" when they declared the assault – a blood curling Surprise Charge out of the darkness!

INDIRECT FIRE

If a weapon with Indirect Fire has 'zeroed in' onto a target, there is no need of making another spotting roll to fire at that target, simply roll to hit on a 2+, as

normal.

FORWARD AIR AND ARTILLERY OBSERVERS

When an Artillery observer calls in a barrage, it does not get a Muzzle Flashes! marker, as he's not firing any gun (unless of course someone else in his team does fire a weapon as part of the same order). When calling in a barrage, the observer does not need to make a spotting roll, but can instead place the marker anywhere on the table, as he would be relying on maps and noise/gun flashes rather than direct observation of targets. However, to simulate the increased chances of something going wrong, you suffer from a -1 on the Artillery or Smoke Barrage charts (down to a minimum of 1).

Air Strikes cannot be called at all at night, making Forward Air Observers quite useless.

DUG IN: FOXHOLES, TRENCHES AND GUN PITS

Entrenchments featured heavily in a number of battles in the Korean War. The Chinese viewed digging in only as a temporary defensive measure for use in between attacks. However, as the war progressed, and it became necessary to defend terrain, the North Koreans and Chinese showed a great affinity for creating extremely effective field fortifications using local materials. These were generally heavily camouflaged and almost impossible to locate until United Nations troops opened fire.

In every theatre with suitable terrain all sides used gun pits, foxholes and trenches to defend their ground. In *Bolt Action* terms this means that defending units set up on the tabletop at the beginning of the game can have the advantages of Dug In positions. Dug In positions work a lot like the Hidden Set-Up rules in that regard, but in the case of Dug In positions the bonuses continue to function during combat.

DUG IN

Where indicated in the scenario, units can be Dug In at the start of the game (for scenarios where it is not specifically mentioned as a rule of thumb a unit that can use Hidden Set-Up is allowed to be Dug In). These units must be deployed on the tabletop at the start of the scenario and may be subject to the Hidden Set-Up rules as well. Dug In units are still placed on the table in the usual way, and must be marked in some fashion to show that they are hidden – any distinct token or marker will do.

A Dug In unit counts as *Down* when shot at, even if it's not *Down* (additional -1 to be hit and the number of hits from HE is halved rounding down). If the unit does go *Down* while Dug In, the benefits of being *Down* are doubled (i.e. -2 to be hit and only one-quarter damage from HE). Being Dug In offers no additional protection or benefit against enemy assaults (although tank assaults are an exception, see below).

Units count as Dug In until they're ordered to *Advance* or *Run*. If possible, mark the locations of vacated foxholes, gun pits and trenches so that they can be re-occupied or captured by the enemy later. Card counters, plasticine, or piles of small stones can be used as a makeshift solution, although gorgeous modelling solutions made with foamcore, clay, or similar materials are preferred of course!

DUG IN VEHICLES

On the defensive it was common practice to dig in tanks as well as men, albeit considerably more digging was required! While the tank sacrifices its mobility, it gains protection by reducing its target size and not having its more vulnerable treads and hull exposed to enemy fire.

Dug In vehicles count as being in Hard Cover to attackers and count *immobilised* damage results as *crew stunned* instead. Dug In vehicles may not move during the game.

DUG IN WITH HIDDEN SET-UP

A unit can be both Dug-In and use Hidden Set-up, providing it satisfies the deployment restrictions for both – in this case it is assumed the Dug-In unit has had the time and opportunity to properly camouflage its positions.

The Hidden Set-Up rules take precedence until they no longer apply, the Dug In unit does gain the additional protection of counting as *Down* against HE fire while Hidden. Once Hidden Set-up rules no longer apply to the unit for any reason, the Dug In rules apply instead.

DUG IN VS PREPARATORY BOMBARDMENT

In scenarios which use the Preparatory Bombardment rules (see Preparatory Bombardment on page 118 of the *Bolt Action* rulebook) being Dug In doesn't modify the effects of the bombardment. It's assumed that units are already taking cover as best they can from the bombardment and that in the event of a direct hit being dug in won't offer any additional protection from a heavy calibre shell, bomb or rocket.

DUG IN VS TANK ASSAULT

A foxhole or trench would give protection for a few moments, but if a tank

actually stopped on it and twisted on its tracks a few times ‘like a man crushing out a cigarette’ (to quote one observer) the hole would collapse with messy results for the unfortunate occupant.

Models from Dug In units automatically pass their morale check and are not moved aside when assaulted by a tank as they simply duck down in their entrenchment and allow the tank to pass overhead. However, if a tank ends its Assault movement on top of any Dug In models those models are removed as casualties and the unit must take the morale check for tank assault as normal.

DIGGING IN DURING A GAME

We do not normally allow troops to Dig In during the course of a game, but if both players agree, troops can be allowed to go Dig In during a game if they are given a *Down* order. Make an order test for the unit at the end of the turn, if it succeeds and the unit remains on *Down* orders in the same spot until the end of the next turn, they will count as Dug In at their current positions in the end phase of that turn.

As this can slow down the game and makes some scenarios harder for one side to win we present it as an optional rule for experienced players rather than as a general rule of play.

FORTIFICATIONS

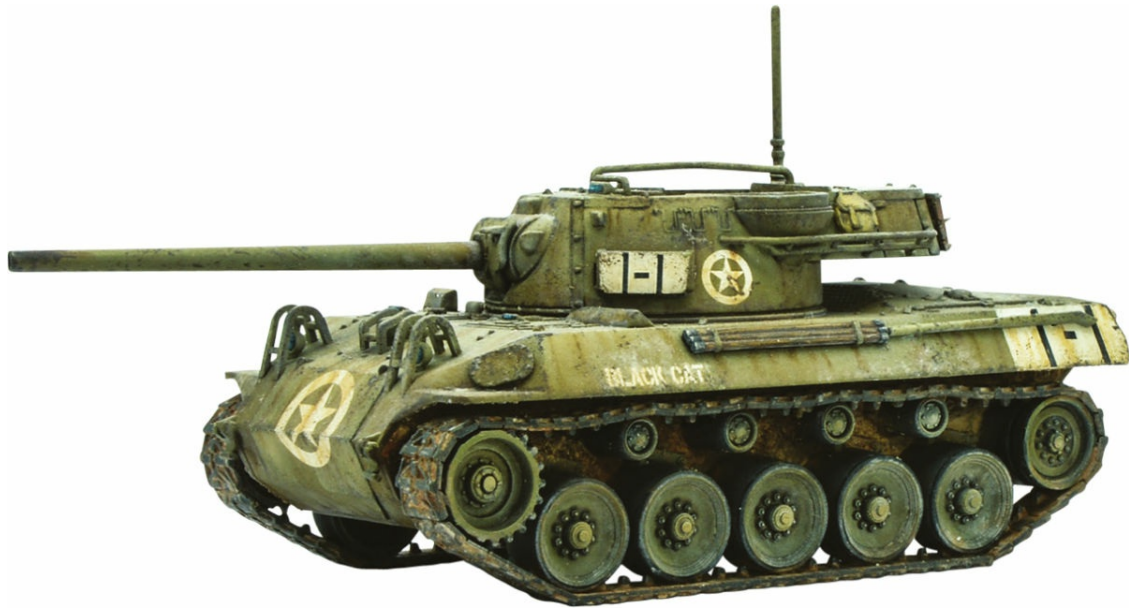
BARBED WIRE

When used as a method of channelling an attacking force into the path of defensive machine guns, barbed wire became one of the most cost-effective defensive tools in the entire war.

Barbed wire in *Bolt Action* is used in strips 6” long. It is impassable to infantry and unarmoured vehicles. Any infantry unit may attempt to cut a length of barbed wire by coming into contact with it and then using a *Down* order on the next turn. A roll of a 6 is required to cut a 6” length of wire. Every subsequent turn spent *Down* and attempting to cut the wire gives a +1 modifier, culminating in a roll of 2+ on a fifth or subsequent turn – a roll of 1 is always a fail. Engineering units attempting to cut wire are automatically successful, but still require a *Down* order to do so. Any unit can be equipped with wire cutters at a cost of + 1pts per model, giving that unit a +2 to each dice roll when

attempting to cut wires.

Although the use of barbed wire in the scenarios in this book is included in the scenario brief, some players may wish to add barbed wire as an option for defending forces in other scenarios. In this case, a 6" x 1" strip of barbed wire costs 10pts.



US M18 Hellcat Tank Destroyer

TRENCH SECTION

6" hard cover obstacle. Multiple trench sections may be purchased to join together to form a trench line but this is not compulsory.

WEAPON PIT

Hard cover obstacle large enough to hold a team weapon and its crew, or a small unit.

LOG BUNKER

Can only be accessed via its door or entrance, not the firing slit. Weapons can only be fired through the firing slits and any open entrances. The log bunker provides a -4 cover modifier for units inside. Any damage from HE weapons is dealt as if the unit inside the log bunker is *Down*. The log bunker can provide cover for a single unit. If used for a team weapon, this weapon cannot change its

firing arc once deployed.

TUNNEL NETWORK

With ample time to prepare a defensive position for an enemy assault, the Communists were masters of decoys and deceptions. A tunnel network allows the owning player to write down in secret before the game begins where a single tunnel opening is on the battlefield. The location of the opening must be stated exactly in inches from both a short and a long table edge. A single infantry unit deployed in reserve may use this tunnel to infiltrate the battlefield. The owning player's unit may travel 12" through the tunnel per turn (e.g. if the tunnel opening is 48" from the South Korean player's table edge, the unit may arrive on the table on Turn 5). The unit must enter the table via an *Advance* or *Run* order, and can charge straight into an assault. Regardless of whether the Chinese unit is charging into an assault or not, any enemy unit within 6" of the secret tunnel entrance that has not been activated that turn may fire on the Chinese unit as they emerge from the tunnel, as if they were in *Ambush*.

Remove an order die from the bag and place a *Fire* order next to each unit which elects to do this.

MINEFIELDS

Minefields were employed by the combatants in the Korean War wherever they had the time and resources available to do so. Limited pathways through dense terrain meant that a few mines sewn at strategic points could have a disproportionate effect. They were often incorporated into roadblocks to prevent enemy armour smashing through. Soldiers from both sides of the conflict proved adept at creating booby traps using grenades, artillery shells, aircraft bombs, Bangalore torpedoes and anything else they could get their hands on.

MINEFIELD RULES

Players can decide to add minefields to any of their games, as long as they agree beforehand. Usually the defender in a scenario can deploy mines, since attackers are pushing into a new area and have not had the opportunity.

Initially, we are going to provide rules for visible, marked minefields, as we assume that both sides are adhering to the Geneva Convention and marking

their minefields. We shall also deal by default with antipersonnel mines, as they are the most common. Later on we'll also provide rules for anti-tank, mixed, dummy and concealed minefields.

TOP SECRET

NATIONAL GUARD MOBILISATIONS FOR KOREA

Owing to the massive shortage of trained and qualified combat power available to the U.S. Army in the summer of 1950, the President authorized the call up of four National Guard Divisions and two RCTs. This decision wasn't taken lightly and demonstrated the significance of just how reduced the U.S. Army had become five years after WWII. In all, 138,600 National Army and Air Guard Members were called to duty, 37% of the total National Guard. Two of the National Guard Divisions would go on to serve in the Korean Theatre with great distinction: the 40th Division of the California National Guard and the 45th 'Thunderbird' Division of the Oklahoma National Guard. These Divisions would fight on the line in familiar locations known as Heartbreak Ridge, the Punchbowl, Pork Chop Hill and other battlefields that have passed into legend. Three artillery battalions, 196th (Tennessee), 937th (Arkansas) and the 300th (Wyoming) would all earn a Presidential Unit Citation. The Air Guard provided much needed support to the U.S. Air Force too. The 116th Fighter Bomber Wing (Georgia) and the 136th Fighter Bomber Wing (Texas) made significant contributions to fighter, escort and bombing efforts for the U.N. soldiers. Clearly the National Guard was needed if Korea was to be saved from the communists.

MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6"-sided square area. Larger minefields can be made by placing several of these sections next to each other.

Normally, we tend to allow the defender in a scenario two minefield sections per full 1000 points of his force. Or if you prefer you can allow a certain amount of points to be spent on minefields (up to 10 per cent of the force total), and say that each section costs 50pts.

A minefield section can either be a cardboard base appropriately decorated, much like an area of rough ground, or can be delimited ad hoc before a game using four 6" long obstacles (e.g. a 6" length of barbed wire), or even simply using four counters set up at 6" distance to mark the corners of the minefield.

EFFECT OF MINEFIELDS

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the

minefield itself was in *Ambush*. When the opponent declares that the minefield is 'attacking' the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

After the unit has been positioned at its 'Ambush' point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit.

Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an *Advance*. Also, units of combat engineers (Engineers, Pioneers, etc.) are trained to deal with these obstacles and always benefit from this re-roll when moving at an *Advance*, even when crossing the enemy's minefields.

If any unit (including friends and engineers) is sufficiently foolhardy to cross a minefield at a *Run*, the minefield rolls three dice when ambushing the unit rather than one!

If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally. If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +3 against armoured targets (Damage roll of 7+). Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just one. Note that the higher value Pen against armoured targets reflects the fact that the antipersonnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits.

If the unit is not destroyed, or broken by a resulting Morale check, it can finish its move as normal.

Note that a single minefield section can attack a unit only once per move but can attack any number of units moving over it during the turn. Also, if a unit was foolish enough to cross two (or more!) minefield sections as part of the same move, each section can ambush it in turn.

Anti-Tank Minefields

At the beginning of the game, you may secretly write down that any of your

minefields is an anti-tank minefield. Anti-tank minefields only affect vehicles, and are ignored by infantry and artillery units that move over them. However, hits inflicted on vehicles are at +5 Pen rather than the normal +2.

Mixed Minefields

You can also create a mixed minefield section by ‘using up’ two of your sections. So, if for example you were allowed two sections in the scenario being played, you can lay both out as anti-tank or anti-personnel minefields, or deploy a single one as a mixed minefield. Make a note of which section is mixed.

A mixed minefield section combines the best of both worlds and will affect infantry and artillery with +2 Pen hits, but vehicles with +5 Pen hits.

Dummy Minefields

You can replace any real minefield section allowed by the scenario with two dummy minefield sections. For example, if you are allowed two sections, you can place three down. Make a note of which sections are dummies. Your opponent might notice this variation in the number of allowed minefields, in which case he’ll know some minefields are dummies, but of course he won’t know which ones!

When units enter a dummy minefield, roll to ambush them as normal (including any re-rolls that the opponent may force upon you). If you score a hit, however, you have to reveal the minefield is just a dummy, and from now on it counts as a cleared minefield section (see below), as a few mines were often left even in dummy minefields.

MINEFIELDS IN WATER

As mines in shallow and deep water are intended solely to destroy boats and amphibious vehicles, you cannot place anti-personnel minefields in water terrain (Shallow or Deep), but you can place anti-tank minefields, or dummy ones, in either type of water terrain (see rules for [movement in water](#)).

CONCEALED MINEFIELDS

Instead of visibly deploying your minefields sections, you may halve the number of sections available and deploy them hidden without any markings. We cannot condone and do not encourage the use of this despicable practice, which is

against the Geneva Convention!

Make an accurate note of where the minefield sections are. You can either use coordinates and/or make a map of the table as you wish. You cannot place hidden minefields in the enemy's set-up zone.

During the game, when a unit moves into the minefield, you must reveal it (the unit has spotted that something is amiss) and place it on the table, and then proceed to ambush the unit as normal.

BOOBY TRAPS

While a minefield is laid to protect an area, booby traps tend to be placed far more specifically at a choke point along a trail, for example, or at the entrance to a building with the objective of killing or maiming as many enemies as possible. Booby traps follow the rules for a concealed anti-personnel minefield section with the following changes:

The marker for a booby-trapped area is a 3" diameter circle instead of a 6" square.

When the booby traps are triggered, they roll three times as many attacks as normal – so three against a unit on *Advance* orders and nine against a unit on *Run* orders!

Once the booby traps have been triggered and taken effect the marker is removed.

CLEARING MINEFIELDS

Once a minefield section has scored one or more hits on a unit passing over it, the opposing player rolls a die. On the roll of a 6, the minefield is **cleared**. If the unit that was hit was a vehicle with damage value 8 or more, the minefield is instead cleared on a 4+. This represents any subsequent troops either following in the tracks of the first or moving over craters left by previous exploded mines.

A cleared minefield is left in place, but from that point onwards the minefield only ever scores hits on a 6, regardless of the quality of the troops crossing it, and always rolls a single die 'to hit', even against units moving at a *Run*. Re-rolls for friends and engineers still apply. This represents hurried mines clearance under fire, which is not exactly a thorough process, and might definitely leave a few isolated mines behind.

Thankfully, there are alternative means of clearing a minefield other than walking your infantry or driving your tanks over it. These are listed below with their rules.

MANUAL MINE CLEARANCE BY INFANTRY

Any infantry unit that has at least five models inside a minefield can be ordered to attempt to clear it using their bayonets. The unit must be given a special ‘Mine clearing’ order, which is the same as giving the unit a *Down* order – place a *Down* marker next to the unit and then make a ‘mine clearing roll’ applying all of the modifiers below. In order to clear the minefield section, the result needs to be a 6 after modifications. Note that a natural 6 is always a success and a natural 1 is always a failure. In addition, if a natural 1 is rolled, the minefield section ambushes the unit as normal (and in this case, an anti-tank minefield **does** affect the tampering infantry!).

MINE CLEARING MODIFIERS (CUMULATIVE)	
Veterans	+1
Inexperienced	-1
Engineers	+1
Mine-clearing gear*	+2
Per pin marker on unit	-1
*Any Engineer unit may be equipped before the game with mine clearing gear (Bangalore Torpedoes, mine detectors, etc.) at a cost of +1pt per model, at least one of the models should show this upgrade.	

BLOWING IT UP!

Any weapon capable of Indirect Fire can target a visible minefield section. Aim for the centre point of the section and roll to hit as normal (including ranging in for successive shots). If a hit is scored, roll for the HE value of the weapon – if you score at least six hits on the minefield with a single shot, the minefield section is cleared.

When resolving an artillery barrage ‘Fire for effect’ result, roll a die for each minefield section within range of the barrage (including concealed ones!). If you roll a 6, the minefield section is hit by a heavy howitzer as normal, and if you score at least six hits on it, it is cleared.

When firing a preparatory bombardment, roll a die for each minefield

sections in the defender's set-up zone (including concealed ones!). If you roll a 6 that minefield section is cleared.

AMPHIBIOUS ASSAULT

Some landings were vast in scale and many months in the planning, others were opportunistic raids by small forces. In all cases getting men onto the shore and then inland was one of the most dangerous and fraught stages of the operation.

When preparing to play a game of *Bolt Action* that involves an amphibious landing, you should define an area of the table as Deep Water, and another as Shallow Water. These areas of water normally start from the attacker's table edge, as described in the scenario being played.

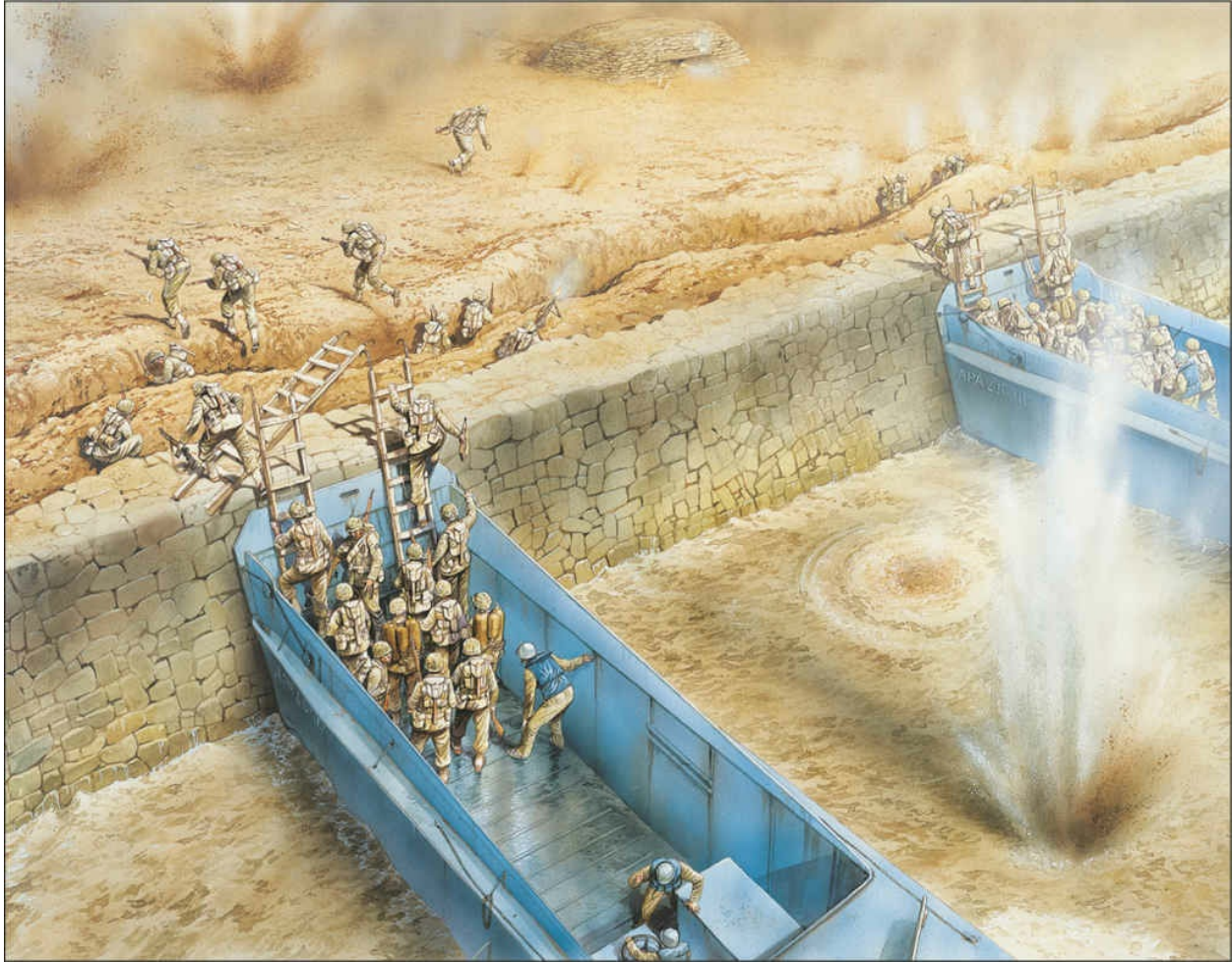
MOVEMENT IN WATER

DEEP WATER

Deep Water is impassable terrain to all units except those that have the Waterborne or Amphibious rules, or any other rule allowing movement in water (i.e. boats and amphibious vehicles, usually). We assume that infantry laden with all of the kit they need to carry in combat cannot swim and keep their kit operational.

In addition, the following extra rules apply:

- If a vehicle with the Waterborne or Amphibious rule is immobilized while in Deep Water it will automatically drift D6" forward every time it receives an order.
- Units in Deep Water suffer an additional -1 to hit when firing their onboard weapons because of the waves rocking the boat. Players may agree to ignore this rule if the Deep Water in question is exceptionally still (placid lake, very slow-moving river).
- If a transported unit does not have the Waterborne or Amphibious rule and is forced to dismount in Deep Water, it can try to reach an area of Shallow Water with his move to dismount. If it cannot reach the Shallow Water, it is destroyed.



Beach Red seawall, September 15 1950 by Peter Dennis © Osprey Publishing. Taken from Campaign 162: *Inch'on 1950*

SHALLOW WATER

Shallow water is treated as rough ground, with a few extra rules:

- Only Infantry and Waterborne or Amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in Shallow Water, it can try to reach an area of solid ground with its move to dismount. If it cannot reach the solid ground, it is destroyed.
- While infantry are moving in water, they can do nothing else (e.g. an infantry unit may not fire weapons while in water).
- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water.
- When an infantry unit finally moves out of the shallow water, it immediately gets an additional pin marker to represent the difficulty of regrouping after moving in water.

- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.

BASIC RIVER CROSSING RULES

- Soldiers in rafts get +1 cover benefit while in a raft
- A direct HE hit sinks the raft.
- Soldiers on a raft that sinks roll for possible injury as if hit by one small arms round. Any wound results in a KIA. Otherwise they swim/wade to shore, but all weapons heavier than rifles are lost.
- Rafts move at one-half the rate of normal foot movement over open terrain with a half-crew or more, or at one-quarter the open terrain rate with less than a half-crew.
- Soldiers forced to swim move at one-quarter the open terrain rate.

LANDING CRAFT

Below are the characteristics for the most common type/sizes of landing craft used during the Korean War – feel free to add them to any nation's transport force for amphibious operations. The standard rules for transports apply to landing craft, with the exception that units must begin the game on landing craft and cannot mount onto them unless the landing craft is partially on solid ground.

BOATS

A variety of different craft were employed for landings or large river crossings including collapsible assault boats, pontoons, inflatable boats, lifeboats, or rowboats pressed into service, canoes and improvised rafts – sometimes simply anything that could float! This entry can be used to represent any of these unpowered small craft.

Cost	16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)
Weapons	None
Damage Value	3+
Transport	Up to 16 men
Options	- Upgrade with outboard motor (removes May Not Run special rule) +10pts
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Slow - Open topped

	- May Not Run: Boats may not be given Run orders.
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LANDING CRAFT, ASSAULT

The Landing Craft, Assault was one of the smaller specialised landing craft. This type was developed by the British in 1936, but other combatants created equivalent designs even earlier. The Japanese Super A type featured a frontal ramp and armoured pilot's position and much like the British design had a wooden double hull with an outer skin of armour. This entry can also be used for small barges or steam launches pressed into service.

Cost	25pts (Inexperienced), 36pts (Regular), 43pts (Veteran)
Weapons	None
Damage Value	6+
Transport	Up to 36 men
Special Rules	- Waterborne: May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability. - Slow - Open topped

CITY FIGHTING

The Korean War witnessed a great deal of intense city fighting, most notably in Seoul and Pyongyang. The respective capitals would change hands several times over the three years of the war. Other smaller communities would also be devastated by city fighting.

Fighting in built-up areas brings a perplexing set of extra challenges to unit commanders. Buildings, even ones reduced to rubble, make superb fighting positions for defenders while attackers must contend with moving through open streets to advance. The confusing landscape of ruins and rubble was easy to get lost in and squads often found themselves pinned down or cut off with little idea of where friends and enemies might be. Even gaining entry to a defended building could be a miniature battle of its own with fighting room-to-room and floor-to-floor using grenades, bullets and close combat necessary to dislodge the defenders.

The city fighting rules are intended to supplement the rules for buildings on page 100 of the *Bolt Action* rulebook by laying out a number of additional challenges.

THE CITY AS A BATTLEFIELD

The kind of terrain pieces you have available to make up your city battlefield will dictate a lot about how it all fits together in terms of the rules. Some players like to construct modular boards with built-in ruins, buildings and other features. Others have baseboards with features – particularly ‘sunk-in’ ones – like streets and canals, but with separate buildings that can be removed for ease of transport and storage. The third approach is the simplest one – as many buildings and ruins as possible placed on a suitably coloured/textured mat.

For the purposes of city fighting the terrain on the tabletop counts as one of four types:

- Rubble
- Buildings
- Roads

- Open Ground

RUBBLE

When buildings are destroyed they leave behind a big pile of rubble. Attackers found that, if anything, rubble was even worse to assault than the buildings it had replaced; instead of having obvious doors and windows to cover as they advanced, they found defenders might be lurking literally anywhere. Moving across large piles of loose rubble could be tricky, especially for multi-ton tanks!

MOVEMENT IN RUBBLE

Rubble counts as rough ground for movement purposes, but it offers additional perils for tracked vehicles moving across it. Tracked vehicles attempting to pick their way across irregular mounds of brick and concrete may slide sideways, ‘belly out’, or even crash through into cellars, sewers, or other hidden voids beneath the rubble.

When a tracked vehicle is going to move across rubble that is above half the height of the vehicle model itself, declare their intended move, and then roll on the Rubble table the moment they start moving onto the rubble.

SHOOTING IN RUBBLE

The plentiful hiding places rubble provides means the hit modifier it provides for infantry occupying it depends on a unit’s current orders, as it is very important what a squad is actually supposed to be doing when they come under fire inside rubble.

Rubble counts as hard cover when shot across at targets behind it, but when shooting against a unit that has the majority of its models inside the rubble, the following modifiers apply instead of the normal -2 hard cover modifier.

SHOOTING IN RUBBLE TABLE	
Target Orders	To Hit Modifier
No orders, Ambush, or Down*	-3
Fire or Rally	-2
Advance	-1
*Cumulative with the Down Modifier.	

Vehicle Rubble Table	
D6 Roll	Result
0 or lower	Crash: The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and it counts as destroyed.
1–2	Bellied: The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn before it becomes immobilised until its next activation. Any shooting at the vehicle from the front that rolls a natural 6 to hit will strike its exposed belly armour (counts as rear armour). The vehicle can attempt to move across rubble again next turn.
3–4	Slipped: The vehicle moves a short distance before slipping awkwardly sideways or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across rubble again next turn.
5–6	Crunch: With its engine roaring and treads clattering the vehicle is free to move across the rubble without any incident this turn.
Rubble Modifiers	
Heavy or super heavy tank: -2 Light or medium tank: -1 Inexperienced crew: -1 Veteran crew: +1	



KPA t-34/85 Medium Tank

BUILDINGS

See the *Bolt Action* rulebook for rules on buildings. Any building that is more than 8" x 8" in size should be regarded as two (or more) buildings for game purposes. If you're lucky enough to have buildings models with interior details it can work well to treat each room, hallway, and staircase as a separate 'building' in the case of a city fight.

ROADS AND OPEN GROUND

Roads and areas of open ground represent a rare opportunity for fast movement inside a city, but they can also be a deadly trap for units brought under fire. Hard surfaces can channel or reflect bullets, blasts and shrapnel, and this, along with a stark absence of cover, means casualty rates are much higher in urban environments.

When rolling to damage infantry or soft-skinned vehicles that are on roads or open ground in a city fight add +1 pen.

SEWER MOVEMENT

Outflanking units can also opt to try and move through the city sewers so that they can emerge just about anywhere. Only infantry squads, headquarters teams, and sniper teams can use sewer movement.

The order test penalty to arrive when using sewer movement is doubled to -2 instead of the usual -1. If the test is successfully passed the unit may use an *Advance* or *Run* order to move onto the table from any ground-level point on the tabletop that is more than 6" away from any enemy model.

If a FUBAR result is rolled by a unit attempting to use sewer movement, it gets hopelessly lost, suffocates or triggers a booby trap. The unfortunate unit is destroyed.

COMMAND AND CONTROL IN A CITY FIGHT

Another effect of urban terrain that was compounded by uncertain movement

and high casualty rates was the difficulty of maintaining adequate command control. The chaotic landscape conspired to make runners and radios unreliable. Individual units could become pinned down for hours waiting for orders or support. Snipers, infiltrators, booby traps, and an uncertain front line would quickly dissipate any forward momentum and wreck any chance of a coordinated attack. Actions soon devolved into to sporadic squad versus squad engagements over a single building or landmark.

To represent the effects of command breakdown, the players may agree to use the following rule in a city fight scenario: at the end of each turn one of each player's units must remain on *Down* or *Ambush* orders and their die is not returned to the cup. If none of a player's units are currently on *Down* or *Ambush* orders, the opposing player may select one unit at the end of the turn and change their orders to *Ambush* or *Down* (in which case the unit immediately loses a pin marker if it had one). Headquarters units may never be chosen for this purpose as their motivation and communications are generally superior.

This command breakdown effect is cumulative, so at the end of the second turn two units must remain on *Down* or *Ambush* orders, at the end of the third turn three units must remain on *Down* or *Ambush* and so on.

The intended effect is that both players will have a shrinking number of units to activate each turn, but it doesn't limit exactly which units you can activate. This means a well-placed (or lucky unit) might be able to push deep into the enemy lines, but with fewer and fewer supporting units.

Because Headquarters units are immune to this rule, a player's number of available order dice will never drop below their number of surviving Headquarters units. So, stack up on officers, medics, and observers when going into a city – you're going to need them!

RAIDING

A Raid is an attack of a special type, full of typically more danger and tension than a standard combat patrol or an advance into an expected hostile area. A Raid is an attack with a special agenda; an intent to stir up trouble, capture an enemy Soldier to gain intelligence, blow up a command post, destroy bunkers and outposts, basically disrupt whatever the other side is trying to keep organized. Stealth and subterfuge have played a part in warfare since the very earliest days of conflict. By the time of Korean War, many specialist units and tactics were under development in several different countries with just this in mind. Unfortunately, many of the valuable skills gained in WWII had been lost when those combat Veterans left military service. The battlefield of Korea took on a vastly familiar feel to the Great War with the trench lines and barbed wire once a stalemate started to take place in July 1951. Combat patrols escalated into more aggressive measures to “get in and get back quickly”. There are numerous scenarios whereby subtlety and guile are more favourable over more overt approaches; determination of forward enemy positions; acquiring enemy prisoners and information; or using a small group of soldiers to inflict a disproportionate amount of damage that will also affect the enemy morale. The rules below allow players to recreate some of these raids using the *Bolt Action Korea* rules. As these rules are in places more complicated than the standard rules, they are better suited for smaller games and may include set forces as part of the scenario brief.



British Achilles Tank Destroyer

SEQUENCE OF PLAY

A Raid scenario has two phases: the infiltration phase and the combat phase. The scenario will always have an attacker and a defender. The attacker is the raiding party whilst the defender will control the Soldiers for the Military Target (installation) being raided. For clarity, a military target could be a trench line, an observation post, a suspected enemy HQ or anything your higher HQ determined is of value for winning the greater battle ahead. During the infiltration phase, the defender has very limited control over his forces. This represents the tedious hours and days if not weeks of tension and the monotony of trudging across the same patrol routes leading to a low level of alertness or conversely, the stress and grind of constantly being on the never-ending edge of combat. The Attacker will choose to use the Dawn Assault or Flare! Special Rule for visibility to initiate the game. This represents the planning and coordination before crossing into enemy territory. Depending on the time pressure and window of opportunity open to the attackers, the scenario brief will specify whether there is an overall turn limit, or separate turn limits specific to the infiltration and combat phases. Before the game begins, place one order die in the bag for each attacking unit, and for each battle position in the defender's force. A battle position could be a bunker, listening post, designated foxholes, mortar pit, or a command post as examples. The battle positions must be clearly identified since a die will be placed in the bag. The game then begins. During the infiltration phase, attackers may activate their units as normal. Defenders

activate their units in accordance with the rules below. The infiltration phase continues until either the infiltration turn limit specified in the scenario brief is reached, or the alert is raised. The conditions for raising the alert will be specified in the scenario brief but typically include attacking units being seen or weapons being fired. Once the alert is raised, the turn is immediately concluded. The conditions for additional defending units placing an order die in the bag are described in the 'Alert!' section of the scenario brief.

The game now moves onto the combat phase, which uses the normal *Bolt Action* rules.

SENTRIES

Soldiers performing the duty of remaining in a foxhole, watching for the enemy to approach are considered to be on Sentry duty. Sentries duty comes after an already difficult and long day of trying to stay alive in the combat zone and typically Sentries are not alerted to the impending attack and are at a low state of alertness. The Defender will always deploy all defending units prior to any Attacking units being deployed. Once deployed, only HQ Units 2 roving Sentry Squads can actively move within the Defenders side of the board, all other units must remain stationary until the first shot in anger. On Turn 1, sentries will observe in a random direction as determined by using the Special Visibility Rule selected for the scenario. Any roving Sentries move 6" per turn. At the beginning of each turn, roll 1D6 for each battle position – on the roll of a 1–2, they will change direction of observation to a new random direction. If an attacking unit moves anywhere within 12" of a sentry, the sentry may make an order test. If the attacking unit is running, the sentry applies a -1 modifier to his dice roll. If the test is successful, the sentry has become suspicious and may immediately advance 6" in any direction of the defending player's choosing. If he gains sight of an attacking unit, the alert is raised. If not, he resumes normal sentry movement the next turn.

A sentry has a 360-degree field of awareness. If a sentry can draw line of sight to an attacking unit, determine whether the unit is seen using the Night Fighting rules (*Bolt Action* rulebook, p.219). Sentries may be assaulted. Whilst an attacker will most likely have the advantage of surprise, he is also attempting to eliminate the sentry without making a sound. An assault is carried out

normally, with a +1 modifier on any attack dice. However, even if the sentry is killed he may still raise the alert first; an unmodified success if necessary to avoid the alert being raised. In the case of tough fighter, only the higher of the two dice rolls is applied. For example, an U.S. Army Ranger attacks a regular sentry. He would normally require a 4+ but with the +1 modifier, now requires only a 3+ to eliminate the sentry. He rolls a 3 and a 6. The higher result of 6 applies and the sentry is quietly eliminated. Without tough fighter, if he only had one die and rolled a 3 then he still would eliminate the sentry, but as he is only successful due to the +1 modifier, the sentry would manage to raise the alert before being killed. Once the alert is raised, sentries will run for cover or attempt to join their unit; effectively no longer playing a part, they are removed from the table. Sentries do not count as units for the purpose of victory points.

BUNKERS AND FORTIFICATIONS

Bunkers and fortifications, like a Command Post, are usually situated to provide the best field of view for command and control or fields of fire. In *Bolt Action Korea*, each of these Bunkers or larger Fortifications is given an order die for the infiltration phase and the combat phase. When activated on Turn 1 of the infiltration phase, the defending player may place a 3" diameter circular template anywhere within the guard's area of responsibility, as described in the scenario brief. This template represents the focus of the guard's vision or, for a night scenario, the results of the Night Fighting Special Rules. Whenever the Battle Position (i.e. Bunker or Fortification) is activated (including on the first turn), the template is moved 2D6" in a randomly determined direction.

If the template passes over any attacking unit which is in the open, the alert is raised. If the template passes over an attacking unit in soft cover, the guard tower must pass an order test to raise the alert. Units in hard cover are undetectable. If an attacking unit moves anywhere within 6" of a battle position, the guard tower may make an order test. If the attacking unit is running, the battle position applies a -1 modifier to his dice roll. If the test is successful, the battle position has become suspicious and may immediately move the viewing template 1D6+6" towards the attacking unit which has raised suspicion. If he gains sight of an attacking unit, the alert is raised. If not, he resumes normal activations the next turn. Once the alert is raised and the raid enters the combat

phase, defenders in battle positions become a normal unit depending on the weapon fitting which is stated in the scenario brief – a two-man MMG team, HQ etc. However, if the scenario also includes Night Fighting rules then the search lamp template (if available) can move up to 12” per turn, either to follow an attacking unit which was highlighted on the previous turn, or towards any attacking unit which has fired any weaponry on this turn. Any enemy unit which lies within the searchlight’s beam can be attacked as normal and is unaffected by the Night Fighting visibility rules. Searchlights are very obvious targets at night and can be targeted by attacking units. A single hit will destroy a searchlight, resulting in the guard tower’s weapons becoming affected by the normal night fighting visibility rules. Battle positions can be assaulted as normal during the combat phase; if an attacking unit manages to move into base-to-base contact with a guard tower during the infiltration phase, it can be assaulted using the same rules described for sentries. Smoke screens fired by mortars or artillery can help obscure the attackers movement day or night however this will automatically raise the alert for the defending player.

OUTPOSTS

Outposts are check points placed at strategic points to protect against enemy activity or intrusions. They will typically be manned by two or more Soldiers but may have an attached machinegun team or equivalent with back up close to hand. The outpost is not given an order die in the infiltration phase as the guards are static, but will detect movement of any attacking units using the same rules for sentries. However, some scenarios may call for attacking units to attempt to infiltrate their way past an outpost on their way to the primary target. To avoid detection you can use the table below or you can use the Night Fighting visibility rules determined at the start of the game. However you decide, this method to be used must be determined before the game starts. An Outpost can be attacked however this could compromise your mission success if you fail to take out the defenders quickly, and quietly!

OUTPOST TABLE	
D6 Roll	Result
1	Compromised! The alert has been raised and the infiltration phase is over.

2–4	Stealth! The Sentries weren't looking in your direction, you slipped by. Roll again next turn with a -1 modifier.
5–6	Think Fast! The Sentries heard something. The attacking unit may move past the outpost next turn with an Advance order.
Modifiers	
Attacking unit is Inexperienced: -1	
Attacking unit is Veteran: +1	
Attacking unit is Ranger/Commando: +1	
Defending unit is Inexperienced: +1	
Defending unit is Veteran: -1	

AIRBORNE ASSAULT RULES

Units that choose to, or have to, deploy through Combat Jump rules are left in Reserve (even in scenarios that do not allow this). When they become available, instead of entering the table from the player's table edge, they use the combat jump procedure below.

- The landing and roll distance: the player controlling the unit performing the combat drop places the Order die for the unit on the table with the directional arrow pointing to indicate where the unit is attempting to land and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45-degrees clockwise or anti-clockwise. The player then rolls two dice. The sum of these in inches is the distance the marker is moved.
- When the final position of the marker has been established, place the first model of the unit in base contact with the Order Dice, touching the side of the dice opposite the one the arrow is pointing at (in other words 'behind the dice'). Then place all other models in the unit in a 'stick' of models 1" apart and in a straight line behind the initial model. Any models landing in impassable terrain are removed as casualties.
- Once all the models have been placed, the unit immediately suffers one pin marker. The unit's order die is turned to the *Rally* face and the unit's turn is over (without actually executing a *Rally* order – this simply represents the airborne troops spending time regrouping). Enemy units in *Ambush* can now fire against the unit as normal, if they wish to. In addition, all enemy units that are not in *Ambush* and have flak weapons with a Pen value of +2 or less can fire these weapons for free against the unit (just as if they were in *Ambush*) – this does not require an Order, but can be done only once per turn.
- From the next turn the unit can fight as normal.

TOP SECRET

ALTERNATIVE RULES FOR PARATROOPERS

Instead of placing the Order die for the arriving unit and then rolling for distance travelled, you may hold the die roughly two foot above the table and let go. If the die bounces off the table, the unit is placed back in Reserve and you will have to roll again for it next turn. Of course, you can agree with your friends before beginning the game that any such incident means that the unit's transport plane has been destroyed instead, along with the unit – harsh! If the die lands on the table, proceed with deploying the stick of paratroopers as described above.



US Army troops penetrate a Chinese held village

EPILOGUE



FINAL THOUGHTS

The Korean War changed everything about how modern wars are started, waged, and ended. Prior to Korea the goal of any large-scale war or conflict was the complete defeat of your enemy or the wholesale destruction if possible. Look no further than the shattered nations of Europe, the islands of the Pacific, and two cities in Japan. Korea brought the world's superpowers into direct, or nearly into direct, combat for the first and only time ever. In one small nation on this planet, the US, the British Commonwealth, China, the USSR, and many nations of Europe fought out what was virtually World War III. The Chinese actually showed a level of restraint during the war as did the Soviet Union. Imagine if the Soviet Union had released the 85 submarines to patrol around Korea, or moved the approximate 40 divisions into Manchuria they could have – what then? The US also showed some restraint by relieving a highly decorated 5 Star General, not conducting heavy bombing raids inside China, not bombing the Yalu River dams, and, of course, by not using any of the twenty nuclear weapons at its disposal. History has demonstrated the US had the good fortune of having excellent allies to provide one of the greatest levels of command ever witnessed on the battlefield.

North Korea made a significant strategic decision to invade South Korea. There was no declaration of war and no clear provocation, not even an inkling. This was the situation causing them such strong condemnation at the UN in New York. China waited to see how the war would develop. The landing at Inchon caught both China and the Soviet Union by total surprise causing clear concern. The result was the Chinese intervention, *quid pro quo*. When the 8th Army was pushed south of the 38th Parallel, MacArthur had made his fateful choice to escalate the war to total war, complete destruction of China including the use of nuclear weapons. The collapse of the Fifth Chinese Offensive in April and May 1951 was the deciding factor to start the truce talks, China accepted the UN forces could not be defeated in the field.

So why do so many informed and uninformed people consider Korea a 'draw' or worse a lost war? More than 20 nations answered the call to come to the aid

of South Korea. The most culturally diverse battle command fought, attacked and held in some of the most difficult weather and inhospitable terrain on the planet. The UN succeeded in two command crises, the death of General Walker and the departure of General MacArthur. Ultimately the UN forces pushed the North Korean forces out of South Korea, this was the UN resolution and the mandate. They were completely successful. All this adds up to a blueprint for a victory. The short answer for post-WWII Americans was the phrase “police action” and accepting the concept of limited war versus total war. On the other side of the DMZ, the North Koreans truly believe they were acting within their rights as Koreans in an effort to unify their nation. To North Korea this was more of a civil war the world got involved in. China performed their duty as a fellow Asian and communist country, so they too felt they were acting accordingly, stopping the coming onslaught of the UN forces. Recall the IJA attacked into Manchuria through Korea so the Chinese may have been reasonable in their concerns. On the furthest outside looking in, the USSR made money selling equipment, ammunition and fuel to North Korea. They had very few service members near the fighting so it would seem they were not touched by the Korean War.

One of the longest reaching global impacts of the Korean War was the NSC-68 ‘white paper’ presented and approved by President Truman. The document calling for containment of communism anywhere in the world by the United States. The military spending of the US would continuously escalate for decades. The US would pressure NATO for the rearmament of the West German Army in 1955. The result of this decision would see the creation and the rise of the Warsaw Pact in 1955. The United States and the USSR would become entangled in a global web of democracy versus communism with numerous wars for decades all over the planet. Much of this tangled web can be traced back to the Korean War, either directly or indirectly.

The challenge to bring a balance to the delicate scenario of combining wargaming and history can be daunting. Keeping to the centre and making an effort to provide enough history to inform, but not too much, and provide enough interest to inspire another gamer to decide to create the units they have read about in this supplement has been the goal. Throughout the course of this amazing experience the discoveries of history have been incredibly rewarding.

This is not to say they have been exciting or in any way joyous, usually the opposite. Typically, the turning over of some new bit of knowledge leads down the slippery path to the next clue, the next hint. The challenge can become when to say this is enough. We hope the background and the history will serve as a primer to encourage your own research and study on some aspect of this conflict. If you are motivated to do so then we have achieved a worthy goal. We felt a responsibility to do justice to the service members of all nations who were in Korea and by doing so we were also doing justice to our audience of wargamers. We have provided as much information on the history of the war and when possible the information about the men and women who were there so our fellow gamers can put together new forces and play a different version of *Bolt Action*.

This supplement is an addition to a fantastic game, and now you have many new units and new pieces of equipment we have worked to bring to the tabletop. We hope you'll combine troops from a US platoon and a Greek or Belgian platoon and have a go against the Chinese. We understand you may do your own research and maybe find some piece of information not contained in this supplement, as long as your opponent agrees and the figures look good on the table, enjoy the game!

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US Marines

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A MASH unit let's its hair down whilst waiting for the next batch of wounded

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ACKNOWLEDGEMENTS

STEVEN

This book is a collaborative effort with my partner Jon Russell who had the idea for Bolt Action Korea. My most humble appreciation to all the Veterans who continue to inspire me every day. I would be remiss for not mentioning Mr. Kramer who first told a young boy of a place called Korea many years ago. Thanks go to Bryan Grant and Family with help and inspiration about Korea and translations. Lastly and most important of all, the deepest appreciation must go to my Family for enduring my involvement in this project; my Wife Sylvia, Sons Cory and Christian, Daughters: Derah, Kade, and Angelica (and, of course, my Parents).

THANKS TO

Leo Barron, Jodie Sires, Anthony Radford, Jim Hegman, Jay Casper, Will Greenslade Steve Elias Tibbs, Michael Adams, Seamus Hamrin, the OPERATION SNAFU CREW, Mitch Reed and Paul Walker for scenarios, historical data, morale support and help with the Massive task of bringing this mighty tome to the gaming table.

SPECIAL THANKS

John Stallard, Paul Sawyer & Alessio Cavatore

JON

I would like to thank my father Max for being my inspiration and guiding light during this endeavour and for serving with the United States Navy during the latter part of this conflict. Additionally, I would like to express my gratitude to all the veterans from this conflict who spoke directly to me and help us get this supplement right, as well as for all their service and dedication to their respective countries. Most importantly my heartfelt thanks and love go to my family for all of their support and encouragement; My Wife Patty, Daughters Chloe and Lily.



US LVT(A)-1

TO THOSE WHO HAVE SERVED...
FOR THOSE WHO LOST THEIR LIVES FOR THIS COUNTRY.

OSPREY GAMES

Bloomsbury Publishing Plc

PO Box 883, Oxford, OX1 9PL, UK

1385 Broadway, 5th Floor, New York, NY 10018, USA

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www.ospreygames.co.uk

This electronic edition published in 2019 by Bloomsbury Publishing Plc

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For more information on **Bolt Action** and other products, please visit www.warlordgames.com

First published in Great Britain in 2019

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A catalogue record for this book is available from the British Library.

ISBN: 978-1-4728-3667-0 (PB)

ISBN: 978-1-4728-3666-3 (eBook)

ISBN: 978-1-4728-3665-6 (ePDF)

ISBN: 978-1-4728-3668-7 (XML)

Osprey Games supports the Woodland Trust, the UK's leading woodland conservation charity.

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